Name: Sounder R

Course: Java programming internship

Phone: 9916378826

Email: [sounder1415@gmail.com](mailto:sounder1415@gmail.com)

**Week : 4 Internship task**

**Text-Based Adventure game**

During my fourth week of internship, I was given a task of creating a program for a text based adventure game

**INTRODUCTION :**

Here's a basic text-based adventure game implemented in Java. This game is a simple dungeon crawler where the player encounters various obstacles and must make decisions to progress.

**Program:**

**import java.util.Scanner;**

**public class TextAdventureGame {**

**private static Scanner scanner = new Scanner(System.in);**

**public static void main(String[] args) {**

**System.out.println("Welcome to the Text Adventure Game!");**

**System.out.println("You find yourself in a dark dungeon. Your goal is to find the treasure and escape.");**

**int choice;**

**boolean treasureFound = false;**

**while (!treasureFound) {**

**System.out.println("\nWhat do you want to do?");**

**System.out.println("1. Go left");**

**System.out.println("2. Go right");**

**System.out.println("3. Go straight ahead");**

**System.out.println("4. Search for treasure");**

**choice = getUserChoice(1, 4);**

**switch (choice) {**

**case 1:**

**System.out.println("You went left and encountered a monster!");**

**System.out.println("You were eaten by the monster. Game Over!");**

**return;**

**case 2:**

**System.out.println("You went right and found a locked door.");**

**System.out.println("You need a key to open it.");**

**break;**

**case 3:**

**System.out.println("You went straight ahead and found a treasure chest!");**

**System.out.println("Congratulations! You found the treasure and won the game!");**

**treasureFound = true;**

**break;**

**case 4:**

**System.out.println("You search for treasure but found nothing.");**

**break;**

**}**

**}**

**}**

**private static int getUserChoice(int min, int max) {**

**int choice = 0;**

**boolean isValidInput = false;**

**while (!isValidInput) {**

**System.out.print("Enter your choice: ");**

**if (scanner.hasNextInt()) {**

**choice = scanner.nextInt();**

**if (choice >= min && choice <= max) {**

**isValidInput = true;**

**} else {**

**System.out.println("Invalid input! Please enter a number between " + min + " and " + max);**

**}**

**} else {**

**System.out.println("Invalid input! Please enter a number.");**

**scanner.next(); // Clear the invalid input from the scanner**

**}**

**}**

**return choice;**

**}**

**}**

**Sample input and output:**

