Create an interactive story game where players make choices that influence the narrative. Utilize text parsing and conditional statements to build a branching storyline.

#include <iostream>

#include <string>

#include <cstdlib>

#include <ctime>

using namespace std;

class CricketGame {

public:

CricketGame() {

srand(static\_cast<unsigned int>(time(nullptr)));

}

void play() {

string state = "START";

while (state != "GAME\_OVER" && state != "WIN") {

if (state == "START") {

state = chooseRole();

} else if (state == "BATTING") {

state = batting();

} else if (state == "BOWLING") {

state = bowling();

} else if (state == "WIN") {

state = win("Congratulations! You won the game!");

} else if (state == "LOSE") {

state = gameOver("You lost the game. Better luck next time!");

} else if (state == "INVALID") {

state = invalidChoice();

} else {

state = "GAME\_OVER";

}

}

}

private:

string chooseRole() {

string choice;

cout << "Welcome to the Cricket Game!" << endl;

cout << "Do you want to bat or bowl? (bat/bowl): ";

cin >> choice;

if (choice == "bat") {

return "BATTING";

} else if (choice == "bowl") {

return "BOWLING";

} else {

return "INVALID";

}

}

string batting() {

int runs = rand() % 101;

std::cout << "You chose to bat. You scored " << runs << " runs." << endl;

if (runs > 50) {

return "WIN";

} else {

return "LOSE";

}

}

string bowling() {

int opponentRuns = rand() % 101;

cout << "You chose to bowl. The opponent scored " << opponentRuns << " runs." << endl;

if (opponentRuns < 50) {

return "WIN";

} else {

return "LOSE";

}

}

string gameOver(const string& message) {

cout << message << endl;

return "GAME\_OVER";

}

string win(const string& message) {

cout << message << endl;

return "WIN";

}

string invalidChoice() {

cout << "Invalid choice. Please restart the game and choose a valid option." << endl;

return "GAME\_OVER";

}

};

int main() {

CricketGame game;

game.play();

return 0;

}

Output:

