TASK:

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

CODE:

#include <iostream>

#include <string>

using namespace std;

// Function to get player's choice

char getChoice() {

char choice;

cout << "Enter your choice (a/b): ";

cin >> choice;

return choice;

}

void beginning() {

cout << "You wake up in a mysterious room with two doors." << endl;

cout << "a) Open the left door.\nb) Open the right door.\n";

char choice = getChoice();

if (choice == 'a') {

cout << "\nYou open the left door and find a treasure chest." << endl;

cout << "a) Open the chest.\nb) Leave the chest and explore the room.\n";

choice = getChoice();

if (choice == 'a') {

cout << "\nYou open the chest and find a pile of gold coins!" << endl;

cout << "You are now rich and live happily ever after.\n";

} else if (choice == 'b') {

cout << "\nYou leave the chest and explore the room, finding a hidden passageway." << endl;

cout << "You escape the room and find yourself in a beautiful garden.\n";

} else {

cout << "Invalid choice. The chest remains unopened.\n";

}

} else if (choice == 'b') {

cout << "\nYou open the right door and find a sleeping dragon." << endl;

cout << "a) Try to sneak past the dragon.\nb) Attack the dragon.\n";

choice = getChoice();

if (choice == 'a') {

cout << "\nYou sneak past the dragon successfully and find an exit." << endl;

cout << "You escape safely and continue your adventures.\n";

} else if (choice == 'b') {

cout << "\nYou attack the dragon but it wakes up and breathes fire at you." << endl;

cout << "You manage to escape, but just barely.\n";

} else {

cout << "Invalid choice. The dragon wakes up and you run back to the room.\n";

}

} else {

cout << "Invalid choice. You stay in the room, unsure of what to do.\n";

}

}

int main() {

cout << "Welcome to the Interactive Story Game!\n";

cout << "Make choices by entering 'a' or 'b' to influence the story.\n\n";

beginning();

cout << "\nThank you for playing the Interactive Story Game!\n";

return 0;

}