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package hw2;
import java.util.Scanner;
public class hw2
//code wrote by William Blackwell
{public static void main(String[] args)
{//start of code
                    Scanner s = new Scanner(System.in);
                    //creating new scanner obj
                    System.out.println("Welcome to THE FOREST ADVENTURE!");
                    System.out.println("The rules are simple, for each screen of the game \n"
                                        + "you will be given some options. All you have to do is respond 1, 2, 3,
etc.\n"
                                        + "If you are required to enter something else you will be prompted to do
so.\n"
                                        + "like so: \n"
                                        + "what is your lucky number? (please enter your lucky number)");
                    int number = s.nextInt();
                    //tells the user how to play
                    System.out.println("Late one night you are walking through the forest..\n"
                                        + "You decided to walk a unusual route this time around \n"
                                        + "you are unfamilar with this path. \n"
                                        + "(press 1)");
                    int cont= s.nextInt();
                    if(cont==1)
                    {
                    System.out.println("You notice a large rusty gate.\n"
                                        + "What do you do?\n"
                                        + "1.Continue walking and ignore the gate entirely. \n"
                                        + "2.Walk through the gate.");
                    cont= s.nextInt();
                    switch(cont)//first initial choice path
                    {
                    case 1:
                            System.out.println("You walked past the gate and ignored the button.\n"
                                                + "You then notice your stomach growling.\n"
                                                + "Nearby you see a berry bush with delicious looking bright red
berries. \n"
                                                + "What do you do?\n"
                                                + "1.Ignore the growling and trek onwards. \n"
                                                + "2.Eat some of the berries. \n"
                                                + "3.Pocket some of the berries and continue onward.");
                            cont= s.nextInt();
                            switch(cont)//this is the second choice along this path
                                    {
                            case 1:
                                    System.out.println("You ignored the berries and continued walking.\n"
                                                        + "The growling in your stomach continued to grow
louder and louder. \n"
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                                        + "The pain in your stomach grew worse and worse till
you collapsed on the ground.\n"
                                        + "You draw a final breath as you die on the cold hard
ground. \n"
                                        + "GAME OVER \n"
                                        + "ENDING 1/9 : STARVED");
                                break;
                        case 2:
                                System.out.println("You scramble over to the bush and start stuffing your
face with the berries. \n"
                                        + "No matter how many berries you eat the pain in your
stomach continues to grow worse. \n"
                                        + "Finally you collapse on the ground in imense pain. \n"
                                        + "You are unable to move and lay there to die. \n"
                                        + "GAME OVER \n"
                                        + "ENDING 2/9 : POISONED");
                                break;
                        case 3:
                                System.out.println("You continued onward with berries in pocket. \n"
                                        + "You think about how much you are starving. \n"
                                        + "You hear a rustling behind you.\n"
                                        + "A racoon comes out of a bush noticing the berries that
you had picked up.\n"
                                        + "What do you do? \n"
                                        + "1.Keep the berries to yourself.\n"
                                        + "2.Give the racoon the berries. \n"
                                        + "3.Chase the racoon");
                                cont= s.nextInt();
                                switch(cont)//choice 3
                                {
                                case 1:
                                        System.out.println("You decide to keep the berries to yourself
and the racoon quickly scurries away.\n"
                                                + "You become bored and decided to count how
many berries you had in your pocket.\n"
                                                + "(please enter the number of berries as a
numeric value 1,2,3,4,5, etc...)");
                                int bnumber= s.nextInt();
                                if(number == bnumber)//this is the lucky choice
                                {
                                        System.out.println("You count "+bnumber+" of berries in your
pocket. \n"
                                                + "It must be your lucky day since you see a
road ahead and a truck.\n"
                                                + "What do you do?\n"
                                                + "1.flag it down. \n"
                                                + "2.hide in the nearby bushes. \n");
                                        cont= s.nextInt();
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                                        switch(cont)
                                        {
                                        case 1:
                                                System.out.println("You wave down the truck. \n"
                                                        + "Inside you see a creepy old man. \n"
                                                        + "He tells you to get in.\n"
                                                        + "You feel as though you are helpless
here and oblige to the mans request. \n"
                                                        + "GAME OVER \n"
                                                        + "ENDING 4/9: KIDNAPPED");
                                                break;
                                        case 2:
                                                System.out.println("You hide in the bushes as the truck
goes right past you. \n"
                                                        + "You look down to your phone to
notice that there is still some battery life left on it. \n"
                                                        + "You quickly call 911. \n"
                                                        + "An operator on the other end greets
you with a friendly voice reasuring you will be fine. \n"
                                                        + "After waiting an hour you hear the
sound of a police car coming down the road. \n"
                                                        + "You quick hop out of the bush to
wave down the car. \n"
                                                        + "GAME OVER \n"
                                                        + "ENDING 5/9: SAVED");
                                                break;
                                        }
                                }
                                else//this is the unlucky choice
                                {
                                        System.out.println("You think to yourself \"Wow that was
boring...\"  \n"
                                                        + "You keep walking and loose track of time. \n"
                                                        + "You look down and realise that your phone is
dead and that you are lost. \n"
                                                        + "GAME OVER \n"
                                                        + "ENDING 3/9: LOST");
                                }//end of if/else statement
                                        break;
                                case 2:
                                                System.out.println("You see the curious little racoon
infront of you.\n"
                                                        + "You decide to give him the berries.\n"
                                                        + "The raccoon scurries away leading
you to a road.\n"
                                                        + "Down the road you see a gas
station.\n"
                                                        + "what do you do?\n"
                                                        + "1.go to the gas station. \n"
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                                                    + "2.stay in the forest. \n");
                                            cont= s.nextInt();
                                            switch(cont)
                                            {
                                            case 1:
                                                    System.out.println("You head to the gas station
with hope in your eyes. \n"
                                                                    + "You go inside and ask if you
can use the phone. \n"
                                                                    + "Luckily the attendent was
willing to let you borrow his phone. \n"
                                                                    + "You call 911 to come pick you
up. \n"
                                                                    + "You are now in the clear. \n"
                                                                    + "GAME OVER \n"
                                                                    + "ENDING 7/9: RESCUED");
                                                    break;
                                            case 2:
                                                    System.out.println("You decide that modern
society isnt good enough for you. \n"
                                                                    + "You turn around and run back
into the forest to live life your own way. \n"
                                                                    + "GAME OVER \n"
                                                                    + "ENDING 6/9:
SURVIVALIST");
                                                    break;
                                            }
                                    break;
                            case 3:
                                    System.out.println("You decide to chase after the racoon. \n"
                                                    + "As you are running you trip over some roots
and break your ankle. \n"
                                                    + "You lie on the ground in pain. \n"
                                                    + "No one is around to help you so you lay on
the ground and die slowly. \n"
                                                    + "GAME OVER \n"
                                                    + "ENDING 8/9: THE ACCIDENT");
                                    break;
                            }//end of choice 3
                            break;
                            }//end of second choice
                    break;
            case 2:
                    System.out.println("You walk through the large gate and see a street infront of
your. \n"
                                    + "What do you do? \n"
                                    + "1.check out the street. \n"
                                    + "2.return to the woods.");
                    cont =s.nextInt();
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                        switch(cont)
                        {
                        case 1:
                                System.out.println("You walk out to the street and realise that its the
street heading home. \n"
                                                + "You relise it is getting late so you decide to head
home. \n"
                                                + "GAME OVER \n"
                                                + "ENDING 9/9: GOING HOME");
                                break;
                        case 2:
                                System.out.println("You decide that modern society isnt good enough for
you. \n"
                                                + "You turn around and run back into the forest to live life
your own way. \n"
                                                + "GAME OVER \n"
                                                + "ENDING 6/9: SURVIVALIST"); //I kinda ran out of
ideas here so I reused one ending
                                break;
                        }
                        break;
                }//end of switch
                }
}//end of code
}
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