Import java.util.Scanner;

Public class TextAdventureGame {

Public static void main(String[] args) {

playGame();

}

Private static void playGame() {

Scanner scanner = new Scanner(System.in);

System.out.println(“Welcome to the Text Adventure Game!”);

System.out.println(“You find yourself in a mysterious forest…”);

While (true) {

System.out.println(“\nChoose your action:”);

System.out.println(“1. Explore the forest”);

System.out.println(“2. Approach a cave”);

System.out.println(“3. Climb a tree”);

System.out.println(“4. Quit”);

Int choice = getUserChoice(scanner, 4);

Switch (choice) {

Case 1:

System.out.println(“You discover a hidden path. What do you want to do?”);

System.out.println(“1. Follow the path”);

System.out.println(“2. Return to the clearing”);

Int pathChoice = getUserChoice(scanner, 2);

If (pathChoice == 1) {

System.out.println(“You find a magical portal and are transported to a different realm.”);

endGame();

} else {

System.out.println(“You return to the clearing.”);

}

Break;

Case 2:

System.out.println(“As you enter the cave, you encounter a dragon!”);

System.out.println(“1. Try to befriend the dragon”);

System.out.println(“2. Fight the dragon”);

Int dragonChoice = getUserChoice(scanner, 2);

If (dragonChoice == 1) { System.out.println(“Congratulations! The dragon becomes your ally.”);

endGame();

} else { System.out.println(“Unfortunately, the dragon is too powerful. You are defeated.”);

endGame();

}

Break;

Case 3:

System.out.println(“Climbing the tree, you spot a hidden treasure!”);

System.out.println(“1. Open the treasure chest”);

System.out.println(“2. Leave the treasure and climb down”);

Int treasureChoice = getUserChoice(scanner, 2);

If (treasureChoice == 1) {

System.out.println(“You find a valuable artifact and complete your quest!”);

endGame();

} else {

System.out.println(“You decide to leave the treasure and climb down.”);

}

Break;

Case 4:

endGame();

break;

}

}

}

Private static int getUserChoice(Scanner scanner, int maxChoice) {

Int choice = 0;

Boolean validInput = false;

While (!validInput) {

System.out.print(“Enter your choice (1-“ + maxChoice + “): “);

If (scanner.hasNextInt()) {

Choice = scanner.nextInt();

If (choice >= 1 && choice <= maxChoice) {

validInput = true;

} else {

System.out.println(“Invalid input. Please enter a number between 1 and “ + maxChoice + “.”);

}

} else {

System.out.println(“Invalid input. Please enter a number.”);

Scanner.next(); // Consume invalid input

}

}

Return choice;

}

Private static void endGame() {

System.out.println(“\nThanks for playing the Text Adventure Game! Goodbye.”);

System.exit(0);

}

}