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Computer Science (4)

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Interactive Fiction Essay

My game brings the player on a journey to find the last cat or dog after the great war. The player has to maneuver their way through the wasteland caused by the feud between cats and dogs. They must make decisions that could bring them supplies and help, or danger and death. I was able to use methods, strings, booleans, scanners, if statements, and while loops to create this game, and I will explain how all of these come together to make the game and its components function.

One of the first requirements of the game was to have a protagonist that affects other objects in the game. I did this by allowing the player to create their own protagonist to control out in the wastes. To do this, I created a method that allows the player to insert the protagonist's name and gender, which is all that was needed to create the protagonist.

```
Scanner name = new Scanner(System.in);
	System.out.println("Player's Name Is...");
	playername = name.nextLine();
	//What's the player's name?
	Scanner sex = new Scanner(System.in);
	boolean goodanswer = false;
	while (!goodanswer) {
		System.out.println("Player's Gender Is...");
		gender = sex.nextLine();
		if (gender.contains("F") || gender.contains("f")) {
			goodanswer = true;
			mf = false;
			tpp = "she";
			tppp = "her";
			tpop = "her";
		} else if (gender.contains("M") || gender.contains("m")) {
			goodanswer = true;
			mf = true;
```

```
                tpp = "he";
                tppp = "his";
                tpop = "him";
            } else {
                System.out.println("I don't understand. \n");
            }
      }
      //Determines the player's gender depending on what you type
      #hero
      //this is the character creation of the game, making the protagonist to
come to life
```

The protagonist affects the world by making certain decisions that the player chooses them to do, and they are able to find and take objects in the world, such as a can of sardines.

```
Scanner first = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
      System.out.println("As " + playername + " drives along, " + tpp + "
hears a loud thump. Does " + tpp + " investigate the noise, or leave?");
      response = first.nextLine();
      if (response.contains("I") || response.contains("i")) {
            System.out.println(playername + " gets out of the car to
investigate, and finds a trash can on the side of the road, dented from where
" + tpp + " hit it. Inside, " + playername + " finds a can of sardines. " +
tpp.substring(0, 1).toUpperCase() + tpp.substring(1) + " gets back in the car
and continues driving. \n");
                goodanswer = true;
                sardines = true;
                //This is what you receive after taking this route
                #hero
                //this is an example of how the protagonist affects the
world
      } else if (response.contains("L") || response.contains("l")) {
            System.out.println(playername + " continues driving down the
street. \n");
                goodanswer = true;
      } else {
            System.out.println("I don't understand. \n");
      }
      }
```

This is how the player/protagonist affect the world and change their story based on what they decide.

The next requirement for the game was to have a working enemy that would affect the player in some way. I did this by having a few enemies in the game that could end the game if the protagonist did not make a good decision. I used multiple methods for these encounters, and booleans as to whether or not the protagonist has died/lost the game.

```
System.out.println("As " + playername + " drives down the street, the sound of a gunshot rings out across the open plains. Does " + tpp + " get out of the car, or will " + tpp + " drive away?");
	response = second.nextLine();
	if (response.contains("G") || response.contains("g")) {
		System.out.println("A woman with a revolver runs up from behind a bush and grazes " + playername + "'s shoulder. Before " + playername + " can retaliate, the woman sprints away. " + playername + " bleeds out on the dry grass.");
			youLose = true;
			System.exit(0);
			//Player loses the game
	} else if (response.contains("D") || response.contains("d")) {
		System.out.println(playername + " continues driving down the street. \n");
			goodanswer = true;
	} else {
		System.out.println("I don't understand. \n");
	}
	}
```

However, the enemies do not harm the player in that they lose health, but in that one little decision could end the player's journey. That is how I implemented an enemy into my game.

The next requirement was originality. There is not much code to support this, but I believe the story that I created my game around was very unique. After an old woman's cat was supposedly torn apart by her neighbor's doberman, the world began to try and end the feud between cats and dogs. However, the discussions quickly became arguments, and soon the

arguments tuned into fights, and then a war. Nothing was left to fight about, as the animals had fled, and nobody to fight with, as people also went into hiding to avoid the war. The protagonist of the game is one of the few people left who are willing to go out and find the last cat or dog, and to see which pet truly came out on top. I believe that this story is very original, and very different than everyone else's stories, to make it truly stand out.

The next requirement was to have at least five working methods in the game. I included seven methods in my game, the first one being the intro and the character creation. The next five methods were five different scenarios that the player will encounter, therefore there will be at least five different decisions to be made by the player. The final method is the finale to my game, where the final scenario is shown and the final decision is made. This is where the player either wins or loses the game. The entirety of the game is separated into these seven methods, and I would not have a game without them.

The next two requirements are to have a clear win and lose goal, as well as having a win and lose state. I included this into my game by having an intro explaining what the protagonist's goal is, which will help influence the player to make decisions to get to this goal. This also made clear how the protagonist could fail in this game, and how the player could choose decisions that would influence their loss. I then used booleans to set if the win and lose states after the player has completed a certain objective. For example, if the player makes a decision that will accomplish the protagonist's goal, then the player will win, and vice versa. I also used `System.exit(0);` to end the game completely, forcing the player to restart the game to play again.

```
            if (response.contains("Y") || response.contains("y") && sardines)
{
```

```
                  System.out.println("The cat comes closer as " + playername
+ " gives it the food, and " + playername + " sees the cat's collar. The cats
name is Walter. This is the end of " + playername + "'s quest.");
                  youWin = true;
                  System.exit(0);
                  //Player wins the game
            } else if (response.contains("N") || response.contains("n") &&
sardines) {
                  System.out.println(playername + " stares at the cat,
refusing to give up " + tpp + " food. The cat hisses and runs away.");
                  youLose = true;
                  System.exit(0);
                  //Player loses the game
            } else if (!sardines) {
                  System.out.println("The cat grows hungry, and dies of
starvation.");
                  youLose = true;
                  System.exit(0);
                  //Player loses the game
            }
      }
```

This is how I implemented a win and lose goal/state into my game.

The next requirement for the game was to have at least one while loop. I implemented one while loop into my game by having a boolean that would check the response of the player after a question is asked to determine if it was a good answer or not. If the answer was acceptable and my game understood what they typed, then the game would continue. However, if the response did not follow the guidelines, then the game would tell the player that the answer was unacceptable, and the question would be repeated again.

```
Scanner sex = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
      #while
            System.out.println("Player's Gender Is...");
            gender = sex.nextLine();
            if (gender.contains("F") || gender.contains("f")) {
                  goodanswer = true;
                  mf = false;
                  tpp = "she";
                  tppp = "her";
                  tpop = "her";
            } else if (gender.contains("M") || gender.contains("m")) {
                  goodanswer = true;
```

```
                mf = true;
                tpp = "he";
                tppp = "his";
                tpop = "him";
        } else {
                System.out.println("I don't understand. \n");
        }
}
```

This is how I implemented a while loop into my game.

Overall, my game follows all of the requirements given as well as being original and unique to me. I have a protagonist that the player controls, as well as enemies that can affect the player's journey. I have included at least five methods that make the game what it is. I have clear win and lose goals, as well as win and lose states. Finally, I have one while loop and I included code comments explaining the components of my game.

```
package correll_4_textgame;

import java.util.Scanner;

public class Correll_4_textgame {

        static boolean youWin = false;
        static boolean youLose = false;
        //Win and Lose conditions start here
        static boolean repeat = false;
        //Does a certain section need to be repeated, depending on your answer?
        static boolean mf = false;
        //Male or Female
        static boolean fav = false;
        //Your favorite food
        static boolean sardines = false;
        static boolean kibble = false;
        //Some pet food you will find along the way
        static String playername;
        static String gender;
        static String favfood;
        static String favcol;
        static String favpet;
        //Player's name, gender, and favorites
```

```
	static String response;
	//Response to questions
	static String tpp;
	static String tppp;
	static String tpop;
	//These determine what is placed in a sentence depending on the
player's gender

	public static void main(String[] args) {
		profile();
		one();
		two();
		three();
		four();
		five();
		finale();
		//All of my methods
	}


	static void profile() {
	System.out.println("The world is ending. Buildings crumble, and the
population dwindles. "
			+ "\n What caused all of this destruction and ruin? The
war. The war that attempted "
			+ "to end the feud between cats and dogs. \n It began with
an old woman who lived in "
			+ "Addison, Texas, a small town with only a Vintage
Aircraft Museum to its name. \n One day, "
			+ "her cat, Walter, went out for his morning stroll when
the neighbor’s doberman skidded around "
			+ "the street corner. \n According to the stories, the
doberman’s vicious canines ripped poor Walt apart, "
			+ "causing an uproar through the nation. \n “Dogs are too
dangerous,” the cat-lovers cried, "
			+ "“they need to be chained!”. “Cats are too cold,” the
dog-lovers barked, “dogs will always be by our side!”. "
			+ "\n No one could agree. Riots broke out on the streets.
People fought, people fell. "
			+ "Others hid, ran. People disappeared. Animals
disappeared. \n By the time the arguments cooled down,"
			+ " there were no more people to argue with, and no more
pets to argue about. \n "
```

```
                  + "Those left seeked to return to the days when cats and
dogs could live in relative peace with one another. \n "
                  + "To do this, they had to find what was left of the cats
and the dogs. You were one of these people, "
                  + "looking for the last pet on the planet. \n Will you find
a cat or a dog? Which pet will finally win? \n");
      Scanner name = new Scanner(System.in);
      System.out.println("Player's Name Is...");
      playername = name.nextLine();
      //What's the player's name?
      Scanner sex = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
      #while
            System.out.println("Player's Gender Is...");
            gender = sex.nextLine();
            if (gender.contains("F") || gender.contains("f")) {
                  goodanswer = true;
                  mf = false;
                  tpp = "she";
                  tppp = "her";
                  tpop = "her";
            } else if (gender.contains("M") || gender.contains("m")) {
                  goodanswer = true;
                  mf = true;
                  tpp = "he";
                  tppp = "his";
                  tpop = "him";
            } else {
                  System.out.println("I don't understand. \n");
            }
      }
      //Determines the player's gender depending on what you type

      Scanner food = new Scanner(System.in);
      System.out.println("Player's Favorite Food Is...");
      favfood = food.nextLine();
      Scanner color = new Scanner(System.in);
      System.out.println("Player's Favorite Color Is...");
      favcol = color.nextLine();
      Scanner pet = new Scanner(System.in);
      if (!mf) {
```

```
            System.out.println("\n Character Profile: \n Name: " + playername
+ "\n Gender: Female \n Favorite Food: " + favfood + "\n Favorite Color: " +
favcol + "\n");
      } else {
            System.out.println("\n Character Profile: \n Name: " + playername
+ "\n Gender: Male \n Favorite Food: " + favfood + " \n Favorite Color: " +
favcol + "\n");
      }
      }
      //Shows what the player as typed and chosen as their profile
      #hero
      //this is the character creation of the game, making the protagonist to
come to life

      static void one() {
      if (!mf) {
            System.out.println(playername + " is standing in " + tppp + "
home, if " + tpp + " could call it that, with its tattered furniture and
stained walls. " + playername + " has been preparing for days, gathering food
and supplies, to go and find the last pet. \n Will " + tpp + " find a cat or
a dog? All of " + tppp + " actions will determine " + tppp + " story, so " +
playername + " must be careful, and attempt to make the right decisions.
\n");
      } else {
            System.out.println(playername + " is standing in " + tppp + "
home, if " + tpp + " could call it that, with its tattered furniture and
stained walls. " + playername + " has been preparing for days, gathering food
and supplies, to go and find the last pet. \n Will " + tpp + " find a cat or
a dog? All of " + tppp + " actions will determine " + tppp + " story, so " +
playername + " must be careful, and attempt to make the right decisions.
\n");
      }
      //Sentences are altered depending on the player's gender

      Scanner zero = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
      System.out.println("Is " + playername + " ready to go?");
      response = zero.nextLine();
      if (response.contains("Y") || response.contains("y")) {
            System.out.println("\n" + playername + " opens the door to the
outside world, carrying all of " + tppp + " belongings to the car.");
                  goodanswer = true;
      } else if (response.contains("N") || response.contains("n")) {
```

```
            System.out.println("\n" + playername + " , fearing the outside
world, remains in " + tppp + " home, and lives the rest of " + tppp + " life,
locked away, never to see the sun again.");
            youLose = true;
            System.exit(0);
            //The player has already lost the game
      } else {
            System.out.println("I don't understand. \n");
      }
      }
      }
      //First decision: every method is a new decision

      static void two() {
      System.out.println(tpp.substring(0, 1).toUpperCase() + tpp.substring(1)
+ " started up the old truck, the engine roaring. " + playername + " feared
that " + tpp + " would be approached, so " + tpp + " rolled down the ruined
street, driving east. \n" + tpp.substring(0, 1).toUpperCase() +
tpp.substring(1) + " looked at " + tppp + " map, where the marker sat on
Addison, Texas. This is where " + tpp + " needed to go, and this is where " +
tppp + " journey truly began. \n");
      Scanner first = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
      System.out.println("As " + playername + " drives along, " + tpp + "
hears a loud thump. Does " + tpp + " investigate the noise, or leave?");
      response = first.nextLine();
      if (response.contains("I") || response.contains("i")) {
            System.out.println(playername + " gets out of the car to
investigate, and finds a trash can on the side of the road, dented from where
" + tpp + " hit it. Inside, " + playername + " finds a can of sardines. " +
tpp.substring(0, 1).toUpperCase() + tpp.substring(1) + " gets back in the car
and continues driving. \n");
                  goodanswer = true;
                  sardines = true;
                  //This is what you receive after taking this route
                  #hero
                  //this is an example of how the protagonist affects the
world
      } else if (response.contains("L") || response.contains("l")) {
            System.out.println(playername + " continues driving down the
street. \n");
                  goodanswer = true;
      } else {
```

```
            System.out.println("I don't understand. \n");
      }
      }
      }

      static void three() {
      System.out.println(tpp.substring(0, 1).toUpperCase() + tpp.substring(1)
+ " comes across a wide, abandoned field with dead grass and flat hills. " +
tpp.substring(0, 1).toUpperCase() + tpp.substring(1) + " knows this is where
" + tpp + " needs to be.");
      Scanner second = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
      System.out.println("As " + playername + " drives down the street, the
sound of a gunshot rings out across the open plains. Does " + tpp + " get out
of the car, or will " + tpp + " drive away?");
      response = second.nextLine();
      if (response.contains("G") || response.contains("g")) {
            System.out.println("A woman with a revolver runs up from behind a
bush and grazes " + playername + "'s shoulder. Before " + playername + " can
retaliate, the woman sprints away. " + playername + " bleeds out on the dry
grass.");
                  youLose = true;
                  System.exit(0);
                  //Player loses the game
      } else if (response.contains("D") || response.contains("d")) {
            System.out.println(playername + " continues driving down the
street. \n");
                  goodanswer = true;
      } else {
            System.out.println("I don't understand. \n");
      }
      }
      }

      static void four() {
      System.out.println(playername + " made it to Fortworth, Texas after six
days of travel. " + tpp.substring(0, 1).toUpperCase() + tpp.substring(1) + "
is running low on " + tppp + " favorite food, " + favfood + ", but has plenty
of water.");
      Scanner third = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
```

```
	System.out.println(tpp.substring(0, 1).toUpperCase() + tpp.substring(1)
+ " spots a grocery store in " + tppp + " peripheral vision. Does " + tpp + "
go to the grocery store?");
	response = third.nextLine();
	if (response.contains("Y") || response.contains("y")) {
		System.out.println(tpp.substring(0, 1).toUpperCase() +
tpp.substring(1) + " turns the corner and pulls up into the parking lot of
the store. Carts litter the pavement, tipped over and empty. \n" + playername
+ " opens the wide doors, and locates a box of " + favfood + " on the second
aisle. However, the pet food aisle is wiped clean. \n" + tpp.substring(0,
1).toUpperCase() + tpp.substring(1) + " gets back in the car and continues
driving. \n");
				goodanswer = true;
				fav = true;
				//This is what you receive after taking this route
	} else if (response.contains("N") || response.contains("n")) {
		System.out.println(playername + " continues driving down the
street. \n");
				goodanswer = true;
	} else {
		System.out.println("I don't understand. \n");
	}
	}
	}


	static void five() {
	System.out.println(playername + " has made it to Highway 635, the North
Lake far behind " + tppp + ". A shopping outlet becomes visible, the signs
broken down and dull.");
	Scanner first = new Scanner(System.in);
	boolean goodanswer = false;
	while (!goodanswer) {
	System.out.println(tpp.substring(0, 1).toUpperCase() + tpp.substring(1)
+ " turns into the outlet, avoiding the cars that litter the grounds. She
drives by an abandoned Petco, the sliding doors jarred open. Does " + tpp + "
enter? Or does " + tpp + " leave?");
	response = first.nextLine();
	if (response.contains("E") || response.contains("e")) {
		System.out.println(playername + " enters Petco, and a low growl
echoes through the store. To " + tppp + " surprise, the growl is coming from
a person, standing ten feet from the doors. He lunges out to bite " +
playername + ", but " + tpp + " pushes him away. He falls back and hits his
head, knocked unconscious. " + playername + " finds a bag of kibble in the
```

```
back aisle. " + tpp.substring(0, 1).toUpperCase() + tpp.substring(1) + " gets
back in the car and continues driving. \n");
                  goodanswer = true;
                  kibble = true;
                  //This is what you receive after taking this route
      } else if (response.contains("L") || response.contains("l")) {
            System.out.println(playername + " continues driving back to the
highway. \n");
                  goodanswer = true;
      } else {
            System.out.println("I don't understand. \n");
      }
      }
      }

      static void finale() {
      Scanner finale1 = new Scanner(System.in);
      boolean goodanswer = false;
      while (!goodanswer) {
            System.out.println(playername + " has finally made it to Addison,
Texas, " + tppp + " supply running low. After a few more hours of driving,
the address has come into view, the exterior paint of the house faded. " +
playername + " opens the unlocked door, the hinges moaning in disagreement.
As " + tpp + " walks through the abandoned home, a low meow echoes through
the halls. An orange tabby strolls up to " + playername + " its eyes wide
with curiosity. " + playername + " knows " + tppp + " has the food to feed
the cat, even if it is all " + tppp + " has left. Does " + tppp + "?");
            response = finale1.nextLine();
            if (response.contains("Y") || response.contains("y") && sardines)
{
                  System.out.println("The cat comes closer as " + playername
+ " gives it the food, and " + playername + " sees the cat's collar. The cats
name is Walter. This is the end of " + playername + "'s quest.");
                  youWin = true;
                  System.exit(0);
                  //Player wins the game
            } else if (response.contains("N") || response.contains("n") &&
sardines) {
                  System.out.println(playername + " stares at the cat,
refusing to give up " + tpp + " food. The cat hisses and runs away.");
                  youLose = true;
                  System.exit(0);
                  //Player loses the game
            } else if (!sardines) {
```

```
                    System.out.println("The cat grows hungry, and dies of
starvation.");
                    youLose = true;
                    System.exit(0);
                    //Player loses the game
                }
            }
}
}
```

```
digraph simple_map {

A [label="Start"]

B [label="Leaves House"]

C [label="Stays in House"]

D [label="Goes to Truck"]

R [label="Drive"]

E [label="Hears Thump"]

S [label="Leave Car 1"]

F [label="Find Sardines"]

T [label="Drive 1"]

G [label="Gunshot is Heard"]

U [label="Leave Car 2"]

H [label="Injured"]

V [label="Drive 2"]

I [label="Grocery Store"]

W [label="Leave Car 3"]

J [label="Finds Food"]

X [label="Drive 3"]
```

```
K [label="Petco"]

Y [label="Leave Car 4"]

L [label="Finds Kibble"]

Z [label="Drive 4"]

M [label="Found Cat at House"]

N [label="Feed Cat"]

O [label="Don't Feed Cat/Has No Food"]

P [label="Win"]

Q [label="Lose"]


A -> B

A -> C

C -> Q

B -> D

D -> R

R -> E

E -> S

E -> T

S -> F

F -> T

T -> G

G -> U

G -> V

U -> H

H -> V

V -> I
```

I -> W

I -> X

W -> J

J -> X

X -> K

K -> Y

K -> Z

Y -> L

L -> Z

Z -> M

M -> N

M -> O

N -> P

O -> Q

}