My project is a main.cpp file contains two classes. One is Setters and the other one is Play. class setters provides all the methods that the game needed to run.

a setters should contains a username, a loadfile name and gametext name.
the first one is the name of the user which help the program to memorize which data belongs to which user.
the second and the third one are the filename where the userdata saved and where my gamedata(which shows the full text appeared in the game)

I also have some methods to delete/load/save user data and gamefile. The two strings savedata[10][2] means I can store a maximum of 10 users's data and each of them only have one data store space.
gamedata[39][3] means I have a maximum of 10 muilty choices questions(with extra lines of user description) and each of them contains three choices.

There are also some method to help checking whether the current users has already got a data saved in the savedata array and a setusername method to guide the user to creat a username.

There are two private members in Setters class. One is to read the current game location(helps the user to save the game quickly latter) and a currentName to save the current user's name.

In Play.h it is pretty simple and just need to keep execute printing choices on the screen and record some special achievement when the player is reaching some special choices.
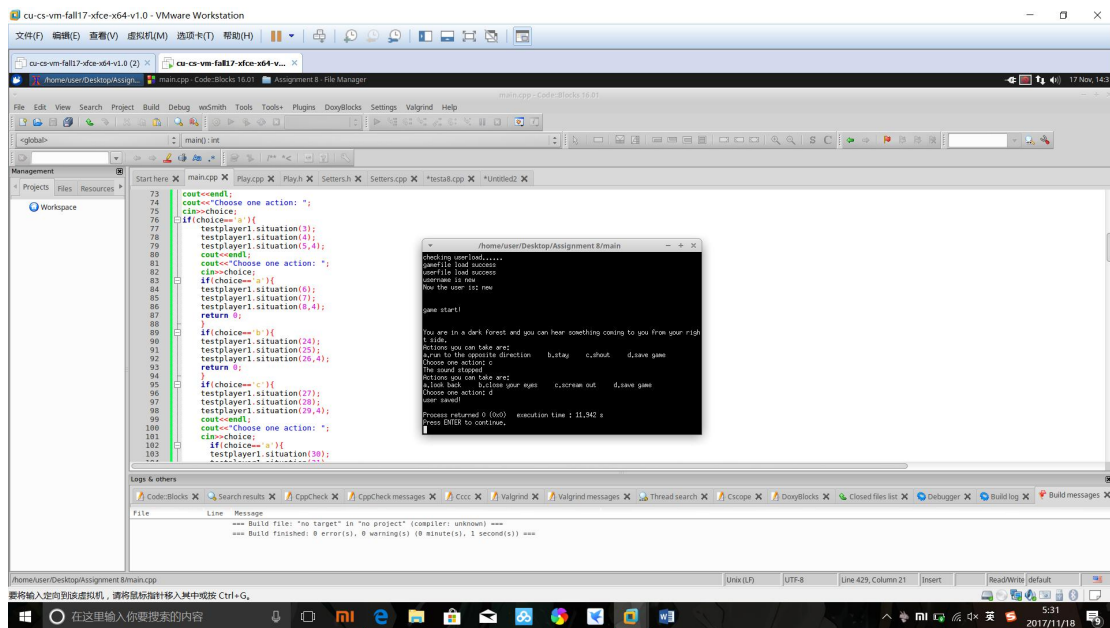
Description in graph:
Start---check gametext file----check userload file----choose to start a new game or to load a previous game----run the game---interacts with user(letting them making choice by pressing different buttoms)---end game

Screenshots of how the program work:

1) Enter gamefile and userfile name first, then make the choice:

2) We choose to start a new game and enter username

Case1: if the username is already in my userfile(already get a data stored)---cout warning and end the game

Case2: if the username is a new one then store the name with a welcome word(now it is <username> playing the game) and start the game

Case2 continue: play the game to the end and end the whole program

Case 2 save: if you want to save the game at any time, just press selection bottom "d" and the user data has been saved with the users present gaming location(which step he/she has reached) and end the game. You can find the newuser in userfile:

The new added user successfully appeared in the file:
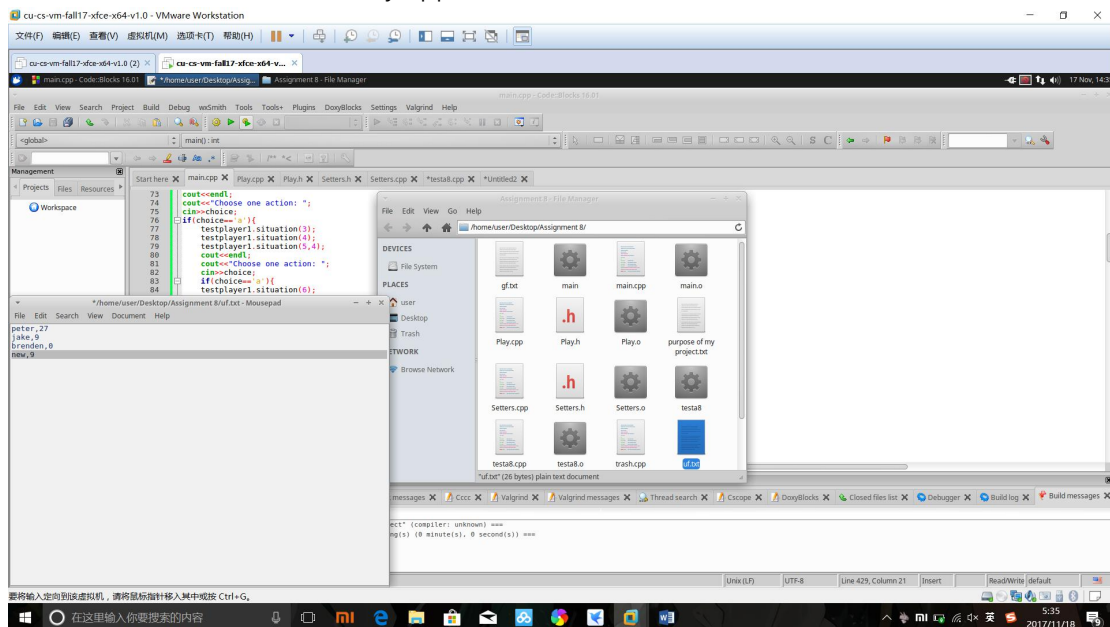
3) Load game and input the user name you have loaded, if program cannot find the name then cout errors and end the program

4) If it works then show the previous saved process the user was playing with:

Also the user can still save the newest process because there is a replacementmemory method to restore the newest data made by the user

5) A small trick: achievement method. Some achievements will show up if you reached some special ending