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Project 1

Recitation 109

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My project is a choose your adventure story. The player starts in Boulder, where they have just woken up from a coma after being hit by the Buff Bus and discover that everyone has turned into zombies. The player chooses whether to go to Denver in hope of a cure, or try to survive in Boulder.

There are three classes used in this program, Boulder, Denver, and userInputs. UserInputs has six methods to get and store user inputs that will be used later in the game. The program reads in lines from a text file which are outputted to the user, then the get and set methods store the name, age, and previous job of the player. The Boulder and Denver classes are where the majority of the program is stored. In userInputs, stayOrGo asks whether you want to stay in Boulder or go to Denver, and based on the result, either Denver or Boulder will run in main.

The user is asked questions one at a time, and inputs a string for each question. A combination of the user inputs from the beginning and the inputted strings determines if the player survives or not. Each method in both classes return lifeStatus, which is set to aliveOrDead. LifeStatus is set to an empty string at the beginning of the class, and stays empty until the user dies, at which time lifeStatus is set to Dead. Every method calls aliveOrDead as an input, then within the method, if lifeStatus is still empty, the code within the function will run, otherwise, it will end the program.

Throughout the program, the user's path is saved to an output file names Story.txt through main. The time that the player survives is also recorded throughout the program. Starting as an array full of zeros, the time survived for each method replaces a zero. At the end of each class, a for loop is used to find the sum of the array to find the total time that the player survived. This number is outputted to the user and the game ends.