

Canadian Citizenship Game – Java Project

Welcome to Canadian Citizenship Game!

In this journey, you'll face 4 challenges, proving your worth to become a Canadian citizen.
But first, let's create your character.

Please enter your character's name: [User inputs name]

Please enter your nationality: Options 1 2 3 4

Great, [Character Name]! Here are your starting attributes:

- Life Points:[100] (These will keep you alive in battles)
- Attack: [10] (Your standard attack strength)
- Defense: [8] (Your ability to resist attacks)
- Recovery Items: Voluntary Job (restores 10 points), Part-time Job (restores 20 points), Full-time Job (restores 30 points)

With courage and strategy, you'll navigate through the trials ahead. Are you ready to start your journey? (Yes/No)

Your journey begins now, [Character Name]! As you step onto the path of trials, your resolve to become a Canadian citizen will be tested.

Ahead lies your first challenge, It's time to prove your strength.
CIC Wolf stands in your way

Battle 1:

The battle is turn-based. You attack first.

"Do you want to use any recovery item before attacking?" (Yes/No)

If Yes: [Choose which item to use: Voluntary Job/Part-time Job/Full-time Job]

If No: You decide to save your recovery items for later.

Rolling the dice for your attack...

Your dice roll adds [1-6] to your attack, totaling [Final Attack Value].

Your attack breaks through, dealing [Damage Dealt] damage to CIC Wolf.

Now, CIC Wolf prepares to strike back..

[Monster's Attack] hits, dealing [Damage Received] damage to you.

[Current Player Life Points] - It's your move again.

"Do you want to use any recovery item before attacking?" (Yes/No)

Plays another turn

If Victory:

Congratulations! CIC Wolf's life points have dropped to 0. You've won this battle and can move forward on your journey.

If Defeat:

Unfortunately, your life points have reached 0. It's GAME OVER. But don't lose hope; every path has its setbacks. Would you like to try again? (Yes/No)

With CIC Wolf defeated, you advance to the next stage of your journey. Each victory brings you closer to your goal of Canadian citizenship.

Prepare yourself, [Character Name]. The next challenge awaits.

Battle 2:

You've successfully navigated the initial trial, proving your strength and determination. Now, you're facing a new enemy IRCC Immigration.

"Do you want to use any recovery item before attacking?" (Yes/No)

If Yes: [Choose which item to use: Voluntary Job/Part-time Job/Full-time Job]

If No: You decide to save your recovery items for later.

Rolling the dice for your attack...

Your dice roll adds [1-6] to your attack, totaling [Final Attack Value].
Your attack breaks through, dealing [Damage Dealt] damage to IRCC

Now, IRCC prepares to strike back..
[Monster's Attack] hits, dealing [Damage Received] damage to you.

[Current Player Life Points] - It's your move again.

"Do you want to use any recovery item before attacking?" (Yes/No)

Plays another turn

If Victory:

Congratulations! IRCC's life points have dropped to 0. You've won this battle and can move forward on your journey.

If Defeat:

Unfortunately, your life points have reached 0. It's GAME OVER. But don't lose hope; every path has its setbacks. Would you like to try again? (Yes/No)

With your Immigrational status secured, you move onto proving your skills and knowledge in a Canadian educational institution. Test your skills against Big Headed from College.

Battle 3:

"Do you want to use any recovery item before attacking?" (Yes/No)

If Yes: [Choose which item to use: Voluntary Job/Part-time Job/Full-time Job]

If No: You decide to save your recovery items for later.

Rolling the dice for your attack...

Your dice roll adds [1-6] to your attack, totaling [Final Attack Value].

Your attack breaks through, dealing [Damage Dealt] damage to Big Headed

Now, Big Headed prepares to strike back..

[Monster's Attack] hits, dealing [Damage Received] damage to you.

[Current Player Life Points] - It's your move again.

"Do you want to use any recovery item before attacking?" (Yes/No)

Plays another turn

If Victory:

Congratulations! Big Headed's life points have dropped to 0. You've won this battle and can move forward on your journey.

If Defeat:

Unfortunately, your life points have reached 0. It's GAME OVER. But don't lose hope; every path has its setbacks. Would you like to try again? (Yes/No)

Battle 4:

You hear a voice echoing with the depth of lakes and the whisper of the northern winds.

"Welcome, brave soul. You've journeyed far and faced trials with courage and wisdom. But to truly embrace the mantle of Canadian citizenship, you must prove your understanding and commitment to the values that bind us as a nation. Respect for the rule of law, the

rights and freedoms of all, and the desire to contribute to a society that is inclusive and ever-thriving. Are you prepared to take this final step and defeat me, as your Final Boss?

"Do you want to use any recovery item before attacking?" (Yes/No)

If Yes: [Choose which item to use: Voluntary Job/Part-time Job/Full-time Job]

If No: You decide to save your recovery items for later.

Rolling the dice for your attack...

Your dice roll adds [1-6] to your attack, totaling [Final Attack Value].

Your attack breaks through, dealing [Damage Dealt] damage to Final Boss

Now, Big Headed prepares to strike back..

[Monster's Attack] hits, dealing [Damage Received] damage to you.

[Current Player Life Points] - It's your move again.

"Do you want to use any recovery item before attacking?" (Yes/No)

Plays another turn

If Big Win (Defeating every monster)

After defeating the final monster, you've proven your determination and strength.

A certificate of Canadian Citizenship is granted to you, [Character Name], in recognition of your perseverance and courage.

Congratulations! Welcome to your new home.

Would you like to play again and relive the journey? (Yes/No)

If Defeat:

Unfortunately, your life points have reached 0. It's GAME OVER. But don't lose hope; every path has its setbacks. Would you like to try again? (Yes/No)

Battle Screen:

