

The screenshot shows a Java code editor interface with a terminal window open. The terminal window displays the following Java code:

```
C:\> Users > DELL > J text based adventure game using java.java
1 package com.techelevator.chooseyourownadventure;
2
3 import com.techelevator.chooseyourownadventure.out.production.chooseyourownadventure.PlayerCharacter;
4
5 import java.util.Scanner;
6
7 public class Main {
8     public static void main(String[] args) {
9         //SCANNER
10        Scanner input = new Scanner(System.in);
11
12        //OPENING TITLE
13        System.out.println();
14        System.out.println();
15        System.out.println("-----");
16        System.out.println("-----");
17        System.out.println("The Stranger");
18        System.out.println("at");
19        System.out.println("the Bus Stop");
20        System.out.println("-----");
21        System.out.println("-----");
22        System.out.println();
23        System.out.println();
24        System.out.println("Type START to continue");
25        System.out.print("> ");
26
27        String startStr = input.nextLine();
28        if(startStr.equalsIgnoreCase("start")){
29            //START GAME
30            System.out.println();
31
32            //CHARACTER NAME
33            System.out.println("-----");
34            System.out.println("Please enter a character name: ");
35            System.out.println("-----");
36            System.out.print("> ");
37
```

The code is a Java application for a text-based adventure game. It starts by printing a title screen with "The Stranger" and "at" followed by "the Bus Stop". It then prompts the user to type "START" to continue. Finally, it prompts the user to enter a character name. The code uses System.out.println() for output and Scanner for input.

The screenshot shows the Microsoft Visual Studio Code (VS Code) interface. The main area is a code editor with a Java file named `text based adventure game using java.java`. The code is a simple text-based adventure game. The terminal tab at the top shows the command `C:\> Users > DELL > J text based adventure game using java.java`. The left sidebar has an 'EXPLORER' section indicating no folder is open, and a 'Search' bar at the top right. The bottom status bar shows system information like weather (25°C), battery level (0%), and system date (14-12-2023).

```
File Edit Selection View Go Run Terminal Help
C:\> Users > DELL > J text based adventure game using java.java
Search
EXPLORER ... manifest.json J text based adventure game using java.java
C:\> Users > DELL > J text based adventure game using java.java
37 //STORED CHARACTER INFORMATION
38 String characterName = input.nextLine();
39
40 //INSTANTIATE CHARACTER
41 PlayerCharacter Player = new PlayerCharacter(characterName, 100, 50, 55);
42
43 //CHARACTER INFORMATION IN STRINGS - MAYBE DELETE/REWRITE
44 String startingHealth = "Health: " + Player.getHealth() + "/100";
45 String startingStamina = "Stamina: " + Player.getStamina() + "/100";
46 String startingCredits = "Credits: " + Player.getCredits();
47
48 //DISPLAY STATS
49 System.out.println();
50 System.out.println("-----");
51 System.out.println(" | " + characterName + " | " + startingHealth + " | " + startingStamina + " | " + startingCredits + " | ");
52 System.out.println("-----");
53 System.out.println();
54 System.out.println("you sit patiently waiting for the bus to arrive. The bus stop is empty, except for you and a stranger.");
55 System.out.println("The bus arrives at the stop, and its doors open, but there is no one inside except for the droid control");
56 System.out.println("You notice the stranger staring at you intently, waiting for your move. Do you enter the bus or decide to");
57 System.out.print("> ");
58
59 //ENTER BUS OR WALK
60 while (true) {
61     String busOrNoBus = input.nextLine();
62     if (busOrNoBus.toLowerCase().contains("enter")) {
63         System.out.println();
64         System.out.println("-----");
65         System.out.println("You stand and quickly make your way onto the bus, scanning your bus card as you enter.");
66         System.out.println("The machine makes a sudden beaming noise.");
67         System.out.println();
68         System.out.println("ERROR!! yyOuuURRRR CAAarrRDD hHasSs aA tTTto000TtaaAlll BallLaAnCe ooef:");
69         System.out.println();
70         System.out.println("-----");
71         System.out.println("0 CrRReddIIItts$");
72         System.out.println("-----");
73     }
}
```

A screenshot of a Java code editor in Visual Studio Code (VS Code). The editor shows a file named `text based adventure game using java.java` with the following content:

```
72 System.out.println("0 CrREddIttss");
73 System.out.println("-----");
74 System.out.println();
75 System.out.println("IIIinnsssuUffFiicCcieeEnnT fFUuUUnndDSS");
76 System.out.println("PPLlEASE iiInnsertT 10 cCREeeDDiiTTss Ttood RIDdeeE");
77 System.out.println();
78 System.out.println("Insert credits or sneak past droid?");
79 System.out.print("> ");
80
81 //INSERT CREDITS
82 while(true) {
83     String creditsOrSneak = input.nextLine();
84     String creditsAfterBusStr = null;
85     String restedStamina = null;
86     if (creditsOrSneak.toLowerCase().contains("insert")) {
87         Player.setCredits(Player.getCredits() - 10);
88         creditsAfterBusStr = "Credits: " + Player.getCredits();
89
90         //DISPLAY UPDATED CREDITS
91         System.out.println();
92         System.out.println("-----");
93         System.out.println(" | " + characterName + " | " + startingHealth + " | " + startingStamina + " | " + credits);
94         System.out.println("-----");
95         System.out.println("CREDITS UPDATED");
96         System.out.println();
97         System.out.println("You insert credits and make your way over to an empty seat. You sit down and look up to");
98         System.out.println("The stranger inserts credits, walks to the seat next to you, and sits down. The stranger");
99         System.out.println("change seats or start a conversation with the Stranger?");
100        System.out.print("> ");
101
102        //CHANGE SEATS ON BUS
103        while (true) {
104            String changeSeatsOrStartConvo = input.nextLine();
105            if (changeSeatsOrStartConvo.toLowerCase().contains("change")) {
106                System.out.println("-----");
107                System.out.println("You stand up abruptly and cross the aisle to take a different seat.");
108                System.out.println("The stranger is now staring at you even more intently than before.");
109            }
110        }
111    }
112}
```

The code implements a simple text-based adventure game where the player can insert credits or sneak past a droid. If they insert credits, it updates their balance and changes seats on a bus. If they sneak, it changes seats on the bus. The game ends when the player decides to stop.

A screenshot of the Microsoft Visual Studio Code interface. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The title bar shows 'manifest.json' and 'text based adventure game using java.java'. The left sidebar has an 'EXPLORER' section with a message about no folder being opened, an 'OPEN FOLDER' button, and a note about opening a folder closing others. Below it are sections for 'OUTLINE' and 'TIMELINE'. The main area contains two tabs: 'manifest.json' and 'text based adventure game using java.java'. The 'java.java' tab displays the following Java code:

```
107 System.out.println("You stand up abruptly and cross the aisle to take a different seat.");
108 System.out.println("The stranger is now staring at you even more intently than before.");
109 System.out.println("Ignore or confront the stranger?");
110 System.out.print("> ");
111
112 //IGNORE STRANGER ON BUS
113 while (true) {
114     String ignoreOrConfrontStranger = input.nextLine();
115     if (ignoreOrConfrontStranger.toLowerCase().contains("ignore")) {
116         System.out.println("You ignore the Stranger, turning your head towards the Droid.");
117         System.out.println("Droid: ");
118         System.out.println("AaTTEnnTTiiOOnn PPAsSeeEngerrss");
119         System.out.println("TtHhEe NneExXTt SSstToOPP iiss: ");
120         System.out.println("MmeEtroo Drive");
121         System.out.println();
122         System.out.println("You need to stay on the bus for another 8 stops before arriving to your destination.");
123         System.out.println("What song would you like to listen to? ");
124         System.out.print("> ");
125
126         //SONG SELECTION
127         String songSelection = input.nextLine();
128         System.out.println("You begin listening to " + songSelection + " and nod your head to the beat.");
129         System.out.println();
130         System.out.println("Halfway through the song, your phone dies. You didn't realize the battery was low.");
131         System.out.println("The bus is completely silent aside from the sound of the wheels turning.");
132         System.out.println();
133         System.out.println("Zzzzzzzzzzzzzzzzz");
134         System.out.println();
135
136         //WAKE UP
137         System.out.println("You faintly hear the Droid announcing the next stop.");
138         System.out.println("Should you wake up? ");
139         System.out.print("> ");
140         String yesWakeUp = input.nextLine();
141
142         if (yesWakeUp.toLowerCase().contains("yes")) {
143             System.out.println("You wake up and伸伸懒腰。");
144             System.out.println("The bus continues its journey to your destination.");
145         } else {
146             System.out.println("You remain asleep and miss the bus stop.");
147             System.out.println("The bus continues its journey to your destination.");
148         }
149     } else if (ignoreOrConfrontStranger.toLowerCase().contains("confront")) {
150         System.out.println("You confront the Stranger, shouting at them.");
151         System.out.println("The Stranger looks taken aback by your sudden outburst.");
152         System.out.println("Droid: ");
153         System.out.println("AaTTEnnTTiiOOnn PPAsSeeEngerrss");
154         System.out.println("TtHhEe NneExXTt SSstToOPP iiss: ");
155         System.out.println("MmeEtroo Drive");
156         System.out.println();
157         System.out.println("You continue your journey on the bus, ignoring the Stranger's presence.");
158     }
159 }
160
161 //END OF GAME
```

The status bar at the bottom shows 'Ln 360, Col 2' and other system information like battery level, signal strength, and date/time.

The screenshot shows a Microsoft Visual Studio Code (VS Code) interface. The left sidebar has icons for Explorer, Search, Problems, and Outline/Timeline. The main area has tabs for 'manifest.json' and 'text based adventure game using java.java'. The code editor displays a Java program with line numbers from 142 to 178. The code is a text-based adventure game. The terminal at the bottom shows the game's output.

```
System.out.print("> ");
String yesWakeUp = input.nextLine();
System.out.println("Zzzzzzzzzzzzzzzzzzz");
System.out.println();
System.out.println(Player.getName() + ": " + yesWakeUp);

//UPDATE STAMINA AFTER RESTING
Player.setStamina(Player.getStamina() + 30);
Player.setCredits(Player.getCredits() - 45);
restedStamina = "Stamina: " + Player.getStamina() + "/100";
String stolenCredits = "Credits: " + Player.getCredits() + "/100";
System.out.println("-----");
System.out.println(" | " + characterName + " | " + startingHealth + " | " + restedStamina + " | " + System.out.println("-----");
System.out.println("STAMINA UPDATED");
System.out.println("CREDITS UPDATED");
System.out.println();
System.out.println("You begin to regain consciousness and catch the last part of the Droids a");
System.out.println("System.out.println("You stand to get off the bus. As you look around the bus, you notice the");
System.out.println("System.out.println("You let out a big sigh and walk home."));
System.out.exit(1);
break;

//CONFRONT STRANGER ON BUS
} else if (ignoreOrConfrontStranger.toLowerCase().contains("confront")) {
System.out.println("You confront the stranger and ask if they need something. The Stranger co");
System.out.println("Perplexed, you look away to gather your thoughts. You turn back to the st");
System.out.println("Oddly, the Stranger seems to be glaring straight ahead. You notice a lack");
System.out.println("You begin to panic, turning to the Droid for help, but when you look away");
System.out.println("You are waiting at the bus stop.");
System.out.exit(1);
break;
}
```

A screenshot of a Windows desktop environment showing a Java code editor in Visual Studio Code (VS Code). The code is for a text-based adventure game.

```
177     System.exit(1);
178 }
179 }
180 }
181 }
182 }
183 }
184 }
185 }
186 }
187 }
188 }
189 }
190 }
191 }
192 }
193 }
194 }
195 }
196 }
197 }
198 }
199 }
200 }
201 }
202 }
203 }
204 }
205 }
206 }
207 }
208 }
209 }
210 }
211 }
212 }
213 }
```

The code includes several sections of text output:

- //START CONVERSATION ON BUS
- else if (changeSeatsOrStartConvo.toLowerCase().contains("start conversation")) {
System.out.println("-----");
System.out.println("You turn to the Stranger and extend your hand, saying: ");
System.out.println("Hello! Can I help you with something? My name is " + characterName);
System.out.println();
System.out.println("The stranger looks down at your hand, and then back up at you. They say nothing,");
System.out.println("You stare back, keeping eye-contact for what seems like forever. Finally, you hear");
System.out.println();
System.out.println("AaTtEeNnTtIiOoNn PPAaSSSeEeGgErRss");
System.out.println("TtHhEe NnEeXxTt SsSsTtOoPp iIiSs: ");
System.out.println("LlLoowwRryyY LiAaaaNNeeE");
System.out.println();
- //GET OFF AT STOP
- System.out.println("Should you get off at this stop?");
System.out.print("> ");
String yesGetOff = input.nextLine();
System.out.println(Player.getName() + ": " + yesGetOff);
System.out.println();
System.out.println("-----");
System.out.println("You raise your arm up to pull the rope, but before you can reach, you notice the");
System.out.println("You stand to get off the bus as it comes to a stop, keeping your eye on the Stranger");
System.out.println();
System.out.println("You both move toward the front of the bus. The Stranger stands eerily still as they");
System.out.println("You turn back around towards the bus, expecting to see the Stranger behind you, but");
System.out.println("You look around the street, still unable to find the Stranger. Confused and tired");
System.out.println();
System.exit(1);
break;

At the bottom of the screen, the taskbar shows various icons for system notifications, search, file explorer, and other applications. The status bar indicates the code is in Java, using UTF-8 encoding, and was last modified 1 hour ago by LEV - MKF.

A screenshot of a Microsoft Windows desktop environment. The main focus is a Microsoft Visual Studio Code window titled "text based adventure game using java.java". The code editor displays a Java program with line numbers from 211 to 247. The code includes logic for exiting the game, handling user input for sneaking past a droid, and updating player stamina after resting. The Java interface shows various icons for file operations, search, and navigation. Below the code editor is a taskbar with icons for File Explorer, Task View, and several pinned applications like Edge, File Explorer, and the Start button. The system tray at the bottom right shows battery status, network connection, and a date/time stamp of 14-12-2023.

```
211     System.exit(1);
212 }
213 }
214 }
215 }
216 }
217 }
218 }
219 }
220 }
221 }
222 }
223 }
224 }
225 }
226 }
227 }
228 }
229 }
230 }
231 }
232 }
233 }
234 }
235 }
236 }
237 }
238 }
239 }
240 }
241 }
242 }
243 }
244 }
245 }
246 }
247 }

//SNEAK PAST DROID
} else if (creditsOrSneak.toLowerCase().contains("sneak")) {
    System.out.println("-----");
    System.out.println("You turn to take a step back, allowing the stranger behind you to enter.");
    System.out.println("In a brief moment of caution, you crouch behind the stranger and sneak past the droid.");
    System.out.println("You find a seat in the back of the bus, hidden from view of the driver.");
    System.out.println();
    System.out.println("Exhausted from a long day at work, your eyes begin to droop. You struggle to keep them open, add a folder instead.
Opening a folder will close all currently open editors. To keep them open, add a folder instead.
Open Folder
Outline
Timeline
LEV - MKF
In 1 hour
File Edit Selection View Go Run Terminal Help
C: > Users > DELL > J text based adventure game using java.java
Search
Ln 360, Col 2 Spaces: 4 UTF-8 CRLF Java
ENG IN 22:49 14-12-2023
```

The screenshot shows the Microsoft Visual Studio Code interface. On the left is the Explorer sidebar with a message about no folder being opened. The center is a code editor with two tabs: 'manifest.json' and 'text based adventure game using java.java'. The Java file contains the following code:

```
246     System.out.println("You begin to regain consciousness. Opening your eyes, you realize you are no longer on the bus stop. You look around, confused. You realize you are back at the bus stop. You notice a Strange");
247     System.out.println("You look around, confused. You realize you are back at the bus stop. You notice a Strange");
248     System.exit(1);
249 }
250
251 //WALK HOME
252 } else if (busOrNoBus.toLowerCase().contains("walk")) {
253     Player.setStamina(Player.getStamina() - 10);
254     String walkingStamina = "Stamina: " + Player.getStamina() + "/100";
255     System.out.println("-----");
256     System.out.println(" | " + characterName + " | " + startingHealth + " | " + walkingStamina + " | " + startingCredits);
257     System.out.println("-----");
258     System.out.println("STAMINA UPDATED");
259     System.out.println();
260     System.out.println("-----");
261     System.out.println("You turn away from the bus stop and begin walking east. You notice the sky turning dark as rain begins to fall.");
262     System.out.println("You walk about half a mile from the bus stop, suddenly you sense a dreadful feeling looming over you.");
263     System.out.println("You take a glance over your shoulder, and notice the stranger has been following you.");
264     System.out.println("Confront the Stranger or try to get away?");
265     System.out.print("> ");
266
267 // CONFRONT STRANGER
268 while(true){
269     String confrontStrangerOrGetAway = input.nextLine();
270     if(confrontStrangerOrGetAway.toLowerCase().contains("confront")){
271         System.out.println("-----");
272         System.out.println("You turn to confront the stranger, yelling: ");
273         System.out.println("Hey, I remember you from the bus stop. Can I help you? Why are you following me?");
274         System.out.println("-----");
275         System.out.println("The stranger begins to run toward you.");
276         System.out.println("Run or stand your ground?");
277         System.out.print("> ");
278
279 // RUN
280 while(true){
281     String runOrStandGround = input.nextLine();
282 }
```

The status bar at the bottom shows: Line 360, Col 2, Spaces: 4, UTF-8, CRLF, Java, ENG IN, Go Live, 22:49, 14-12-2023.

The screenshot shows a Java code editor interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, Run, Terminal, Help.
- Search Bar:** Search.
- Explorer Bar (Left):**
 - EXPLORER:** NO FOLDER OPENED.
 - You have not yet opened a folder.
 - Opening a folder will close all currently open editors. To keep them open, add a folder instead.
 - Open Folder** button.
- Code Editor Area (Center):** A Java file named `text based adventure game using java.java`. The code implements a text-based adventure game where the player can run or stand ground. It includes logic for updating stamina after running and interacting with a stranger.
- Right Sidebar:** Shows a tree view of the project structure.
- Bottom Status Bar:** Lines 360, Col 2, Spaces: 4, UTF-8, CRLF, Java, ENG IN, Go Live, 22:49, 14-12-2023.
- Taskbar (Bottom):** Includes icons for File Explorer, Task View, Search, File, Settings, Taskbar, File Manager, Edge, Chrome, Mail, Photos, OneDrive, and VS Code.

A screenshot of a Windows desktop environment showing a Java code editor in Visual Studio Code (VS Code). The code is a text-based adventure game. The editor interface includes a top bar with File, Edit, Selection, View, Go, Run, Terminal, Help, and a search bar. The left sidebar shows an Explorer view with a message about no folder being opened, an Open Folder button, and a note about opening a folder closing others. Below the sidebar are Outline and Timeline tabs. The main editor area contains Java code with line numbers from 316 to 352. The code uses System.out.println statements to print dialogue and player information. It includes logic for confronting a stranger or getting away, updating stamina after running, and looking behind again. The status bar at the bottom shows file details like Ln 360, Col 2, and encoding like UTF-8, along with system status icons.

```
316     System.out.println("You yell at the Stranger. ");
317     System.out.println(Player.getName() + ":" + standGroundStatement);
318     System.out.println();
319     System.out.println("The stranger glares and says nothing.");
320     System.exit(1);
321     break;
322 }
323 } //GET AWAY
324 break;
325 } else if (confrontStrangerOrGetAway.toLowerCase().contains("get away")){
326
327     //UPDATE STAMINA AFTER RUNNING
328     Player.setStamina(Player.getStamina() - 30);
329     String staminaAfterRunning = "Stamina: " + Player.getStamina() + "/100";
330     System.out.println("-----");
331     System.out.println(" | " + characterName + " | " + startingHealth + " | " + staminaAfterRunning + " | " + sta
332     System.out.println("-----");
333     System.out.println("STAMINA UPDATED");
334     System.out.println();
335     System.out.println("Instinctively, you turn around and begin to run down to the end of the street. You see a
336     System.out.println("You take a peak over your shoulder and notice the Stranger is gone.");
337     System.out.println();
338     System.out.println("The bus arrives, you stand to enter the bus, but stop immediately before entering. You no
339     System.out.println("Look closer?");
340     System.out.print("> ");
341     String lookBehindAgain = input.nextLine();
342     System.out.println();
343     System.out.println("-----");
344     System.out.println("-----");
345     System.out.println("You look closer. You see the Stranger inside.");
346     System.out.println();
347     System.exit(1);
348     break;
349 }
350 } break;
351 }
352 }
```

The screenshot shows a Java code editor in Visual Studio Code (VS Code) displaying a text-based adventure game. The code is written in Java and uses System.out.println() for output. The editor interface includes a sidebar with icons for Explorer, Search, and Outline, and a bottom status bar showing file details like 'LN 360, Col 2' and system status like 'ENG IN'. The code itself is a switch statement handling player actions, with comments explaining the logic.

```
File Edit Selection View Go Run Terminal Help < > Search C:\Users\DELL\text based adventure game using java.java
```

```
EXPLORER NO FOLDER OPENED Open Folder Opening a folder will close all currently open editors. To keep them open, add a folder instead.
```

```
manifest.json text based adventure game using java.java
```

```
328 //UPDATE STAMINA AFTER RUNNING
329 Player.setStamina(Player.getStamina() - 30);
330 String staminaAfterRunning = "Stamina: " + Player.getStamina() + "/100";
331 System.out.println("-----");
332 System.out.println(" | " + characterName + " | " + startingHealth + " | " + staminaAfterRunning + " | " + sta
333 System.out.println("-----");
334 System.out.println("STAMINA UPDATED");
335 System.out.println();
336 System.out.println("Instinctively, you turn around and begin to run down to the end of the street. You see a
337 System.out.println("You take a peak over your shoulder and notice the Stranger is gone.");
338 System.out.println();
339 System.out.println("The bus arrives, you stand to enter the bus, but stop immediately before entering. You no
340 System.out.println("Look closer?");
341 System.out.print("> ");
342 String lookBehindAgain = input.nextLine();
343 System.out.println();
344 System.out.println("-----");
345 System.out.println("You look closer. You see the Stranger inside.");
346 System.out.println();
347 System.out.println("Error. Exiting game.");
348 System.exit(1);
349 break;
350 }
351 }
352 }
353 } else {
354 System.out.println("Error. Exiting game.");
355 System.exit(1);
356 }
357 }
358 }
359 }
360 }
```

```
LN 360, Col 2 Spaces: 4 UTF-8 CRLF Java Go Live 22:49 14-12-2023 ENG IN
```