#include <iostream>;

#include <string>;

#include <ctime>;

#include <windows.h>;

using namespace std;

int main()

{

string fName = ""; // var for users first name

string lName = ""; // var for the users last name

string title = ""; // var for the users title

int treasure = 0; // var for the current amount of treasure the player has

int crew = 0; // var for the current size for crew

const double lost = 0.25; // constant var for percent of the crew that dies

const int treasureIncress = 100; // constant var for the amount of treasure gained after each trial

int tempLoss = 0; // temparay storage for the number of members that died each trail

cout << "Hello adventurer, what is your first name? ";

getline(cin, fName); // stores the value of the first name

cout << "What is your last name?";

getline(cin, lName); // stores the value of the last name

cout << "What is your title";

cin >> title;

cout << fName << " " << lName << " You are about to embark on three epic trials but you will need some help. " << endl;

cout << "How many people will you bring along with you? ";

cin >> crew; // stores the value of the size of the crew

cout << "Alright let the trials begin" << endl;

cout << fName << " and the party of " << crew << " enter into a dangerous cave full of feral wolfs" << endl;

cout << "in order to save the town's peoples children." << endl;

cout << fName << " and the party successfully killed all of the wolves" << endl;

system("pause");

tempLoss = crew \* lost; // calculates the number of members that died this trial

crew = crew - tempLoss; // removes the dead members from this round from the crew count

treasure += treasureIncress; // incresses the players treasure amount by the value of treasureIncress

cout << fName << " " << lName << " lost " << tempLoss << " members of the party but gained " << treasureIncress << " gold so now the party has " << treasure << " gold and " << crew <<" members." << endl << endl;

system("pause"); // pauses the game so the player can read and understand everything that has happend

cout << "The town's people now ask you to get rid of a group of bandits a couple miles from the towns edge." << endl;

cout << "As the kind and noble soul you and your party accept this journey" << endl;

cout << fName << " " << lName << " and the party took care of the bandits" << endl;

system("pause"); // pauses the game so the player can read and understand everything that has happend

tempLoss = crew \* lost; // calculates the number of members that died this trial

crew = crew - tempLoss; // removes the dead members from this round from the crew count

treasure += treasureIncress; // increases the players treasure amount by the value of treasureIncress

cout << fName << " " << lName << " lost " << tempLoss << " members of the party but gained " << treasureIncress << " gold so now the party has " << treasure << " gold and " << crew << " members." << endl << endl;

system("pause"); // pauses the game so the player can read and understand everything that has happend

cout << fName << " word of your courage and heroism has spread across the land and even the king has heard your name" << endl;

cout << "He now asks you for a favor. He needs you to kill a dragon towards the far east" << endl;

cout << "You accept the great honor and head east" << endl;

cout << "after weeks of travel you make it to make it to the dragons liar as the dragon exits you prepare for battle" << endl;

cout << fName << " " << lName << " and the party killed the dragon and saved the kings land" << endl;

system("pause"); // pauses the game so the player can read and understand everything that has happend

tempLoss = crew \* lost; // calculates the number of mebers that died this trial

crew = crew - tempLoss; // removes the dead members from this round from the crew count

treasure += treasureIncress; // incresses the players treasure amount by the value of treasureIncress

cout << title << fName << " " << lName << " lost " << tempLoss << " members of the party but gained " << treasureIncress << " gold so now the party has " << treasure << " gold and " << crew << " members." << endl << endl;

system("pause"); // pauses the game so the player can read and understand everything that has happend

cout << "You are the hero of the land and you and the remaining crew countinue to work for the king for the rest of your time" << endl;

system("pause");

return 0;

}