Coral Marquez
11/30/15 (07)

Originality is apparent in my essay, because it follows the life of a normal person on a daily routine. This person has the opportunity to die a lot, but the person is still a human doing daily human routines.
Extra credit that was in my game include a timer, which cuts up large amounts of directions, so the gamer is not overwhelmed by the text.

```
//timer
        public static void sleep (int num) {
        int t = num * 1000;
        try {
        Thread.sleep(t);
        }catch(InterruptedException ex) {
}
```

& the timer is used by entering *sleep(2);* which means the text will wait two seconds before continuing
The gamer is affected by a troll who if you guessed a number correctly, he gave you a key, and you have to have the key in order to continue and survive.

```
//#hero
        if (Key) {
        System.out.println("Woah that was a close one, but you're free!");
        playWall = true;
        } else if (!Key) {
        System.out.println("Ouch You got squished!");
        System.out.println("GAMEOVER");
```

In the game the gamer has an option to play another game and in that game the gamer meets a troll, and the troll makes them pick a random number where if they don't guess the number correctly they die.

```
System.out.println("The game starts with a troll, and he wants you to pick a number between one and five. Don't get it wrong or you'll die!");
        yourguess = userinputnumbers.nextInt();
//#enemyobject
        if (magicnumber == yourguess){
        System.out.println("Congradulations," + yourname + ", you passed now you can go through the bridge!");
```

Method:
The method, allows the gamer to decide whether they are going to stay at the mall and finish eating, or if they're going to go home.

```
//#method1()
        static void playthesickness()
```

The method, gives the gamer an option to either go shopping or go eat food.

```
//#method2()
        static void playinstore()
```

The method, gives the gamer a chance to decide if they're going to leave the house today, or stay in and doing something at home.

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//#method3()

static void startthegame()

This method allows the gamer the freedom to decide if they want to play again or not after they lose

//#method4()

static void playsomeMore()

The method gives the gamer the option to play a game or go get food.

//#method5()

static void playtheTV()

To win the game, the player has to either not leave the house or return home. They also have to pick the correct solutions in order to win (may vary depending on path chosen). The winning is announced by “be happy” & “GAMEOVER.” After a player wins the game exits.

//#forthewin

System.out.println("Go back to watching TV after eating that delicious sandwich");
System.out.println("be happy");
System.out.println("GAMEOVER");
playSandwich = true;

//#win

if (playSandwich) {
System.exit(0);

A player will lose the game by dying. You cannot when the game if you are at home, but they can lose the game at home, as they can also lose the game away from home. When a player loses they get the option to play again by being taken to *playsomeMore()*.

//#lose

//#fortheloss

System.out.println("You see the cutest shirt ever! But you forget your wallet!!!");
System.out.println("You die of heartbreak");
playBack = true;
...
while (playBack) {
playsomeMore();

My game is ran on while loops, without while loops the game would cease to function properly. I used them to call the gamer into different sections of the game, allowing the user to go in one direction for one answer, and a different direction for another.

while (!playFood) {
playthesandwich();
}
while (playFood) {
playinthegame();

package marquez_7_interactivefiction;

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```
import java.util.Scanner;
import java.util.Random;



/**
 *
 * @author freyes
 */
public class Marquez_7_InteractiveFiction {

        //for randomness
        static int magicnumber;
        static Random CoralsRandom;
        static int yourguess;
        static int Counter = 0;
        //actual game
        static boolean playAgain = true;
        static boolean playMore = true;
        static boolean playStore = true;
        static boolean playBack = true;
        static boolean playSome = true;
        static boolean playFood = true;
        static boolean playSandwich = true;
        static boolean playDead = true;
        static boolean playYum = true;
        static boolean playDumb = true;
        static boolean playWhat = true;
        static boolean playDone = true;
        static boolean playTroll = true;
        static boolean playWall = true;
        static boolean playHungry = true;
        static boolean More = true;
        static boolean Key = true;
        static String one;
        static String twoa;
        static String twob;
        static String threea;
        static String threeb;
        static String foura;
        static String fivea;
        static String sixa;
```

```
        static String sixb;
        static String tryagain;
        static String yourname;
        static String game;

        /**
        * @param args the command line arguments
        */
//timer
        public static void sleep (int num) {
        int t = num * 1000;
        try {
        Thread.sleep(t);
        }catch(InterruptedException ex) {
}
        }
        public static void main(String[] args) {
        // Define random scanner
        CoralsRandom = new Random();
        magicnumber = CoralsRandom.nextInt(2);

        //game to decide if they want to play
        Scanner name = new Scanner(System.in);
        System.out.println("What's your name?");
        yourname = name.nextLine();
        String answer;
        Scanner aldo = new Scanner(System.in);
        System.out.println(yourname + ", Would you like to play a game?");
        answer = aldo.nextLine().toLowerCase();

        boolean validanswer = false;

        while (!validanswer) {
        if (answer.contains("y")) {
                validanswer = false;

        } else if (answer.contains("n")) {
                validanswer = true;


        }
        if (!validanswer) {
                startthegame();
```

```
	} else {
		System.exit(0);
	}
	}
	}
//#method1()
	static void playinthegame(){
	Scanner userinputnumbers = new Scanner(System.in);
	System.out.println("The game is called, To the Kings Palace");
	System.out.println("You are needed at the palace");
	sleep(2);
	System.out.println("You're the only one that can protect the king");
	sleep(2);
	System.out.println("You start by getting your weapons");
	System.out.println("You recieve a wooden dagger (All newbies begin that way)");
	sleep(2);
	System.out.println("After recieving your weapon you begin your journey!");
	sleep(2);
	System.out.println("You then continue to shops to get food for your quest to the king");
	sleep(2);
	System.out.println("It is going to be a very long journey, and you overhear rumors of
scary creatures!");
	sleep(2);
	System.out.println("These include ogar, troll, cyclops, and many more monsters");
	sleep(2);
	System.out.println("That doesn't scare you much because you're going to continue your
journey!");
	sleep(2);
	System.out.println("As you leave the town, and you're walking you need to pass a
bridge");
	sleep(2);
	System.out.println("As you near the bridge you see it is guarded by a troll");
	sleep(2);
	System.out.println("He tells you that in order to pass the bridge you need to pick a
number: one or two");
	sleep(2);
	System.out.println("And if you get the number wrong the troll will kill you");

	yourguess = userinputnumbers.nextInt();
//#enemyobject
	if (magicnumber == yourguess){
	System.out.println("Congradulations," + yourname + ", you passed now you can go
through the bridge!");
```

```
        System.out.println( "As you pass the bridge the troll gives you a key (Make sure to hold
onto it)");
        sleep(1);
        playTroll = false;
        Key = true;
        }
        else if ( magicnumber != yourguess) {
        System.out.println("You guest wrong! When the troll comes at you, you kill him!");
        System.out.println("Then run past the bridge");
        sleep(1);
        playTroll = true;
        }
        while (playTroll) {
        passtheBridge();
        }
        while (!playTroll) {
        passtheBridge();
        }

        }
        static void passtheBridge(){
        Scanner start = new Scanner(System.in);
        sleep(2);
        System.out.println("As you're walking along you see a cave that leads to the castle");
        System.out.println("And the cave will cut 14 weeks off your trip");
        sleep(2);
        System.out.println("You decide to go in it");
        System.out.println("As you walk through the cave you step on a rock and a door
appears");
        sleep(2);
        System.out.println("When the door appears however, the cave walls start closing");
        sleep(2);
        System.out.println("As you try to open the door you realize it's locked");
        System.out.println("You must enter the key the ogre gave you!");
//#hero
        if (Key) {
        System.out.println("Woah that was a close one, but you're free!");
        playWall = true;
        } else if (!Key) {
        System.out.println("Ouch You got squished!");
        System.out.println("GAMEOVER");
        playWall = false;
        }
```

```
        while (playWall) {
        stopOrdie();
        }
        while (!playWall) {
        playsomeMore();
        }

        }
//#method2()
        static void stopOrdie(){
        Scanner start = new Scanner(System.in);
        System.out.println("PAUSE");
        System.out.println("It looks like you're getting hungry!");
        System.out.println("Do you want to A. Continue playing or B. Make yourself a
sandwich");
        one = start.nextLine().toLowerCase();
        if (one.contains("a")) {
        System.out.println("As you walk past the door a cyclops smashes you");
        System.out.println("GAMEOVER");
        playHungry = true;
        } else if (one.contains("b")) {
        playHungry = false;
        }
        while (playHungry) {
        playsomeMore();
        }
        while (!playHungry) {
        playthesandwich();
        }

        }
//#method3()
        static void startthegame() {
        Scanner start = new Scanner(System.in);
        System.out.println("Do you want to leave the house today," + yourname + "?");
        one = start.nextLine().toLowerCase();
        if (one.contains("y")) {
        playAgain = true;
        } else if (one.contains("n")) {
        playAgain = false;
        }
        while (playAgain) {
        playthegame();
```

```
        }
        while (!playAgain) {
        playtheTV();
        }
        }
//#method4()
        static void playsomeMore() {
        Scanner more = new Scanner(System.in);
        System.out.println("Oh no! It looks like you lost. Would you like to play again?");
        tryagain = more.nextLine().toLowerCase();
        if (tryagain.contains("y")) {
        More = true;
        } else if (tryagain.contains("n")) {
        System.out.println("Goodbye");
        More = false;
        }
        if (More) {
        startthegame();
        } else {
        System.exit(0);
        }
        }
//#method5()
        static void playtheTV() {
        Scanner three = new Scanner(System.in);
        System.out.println("So," + yourname + " you don't want to go anywhere? Well do you
want to: A. Play a game B. Make yourself a sandwich");
        twob = three.nextLine().toLowerCase();
        if (twob.contains("a")) {
        playFood = true;

        } else if (twob.contains("b")) {
        playFood = false;
        }
//#while
        while (!playFood) {
        playthesandwich();
        }
        while (playFood) {
                playinthegame();
        }
        }
```

```
	static void playthesandwich() {
	Scanner three = new Scanner(System.in);
	System.out.println("Alright which sandwich do you want? A. Peanut Butter and Jelly B.
Turkey C. Ham");
	threeb = three.nextLine().toLowerCase();
	if (threeb.contains("a")) {
//#forthewin you win by choosing to not go out and stay home
	System.out.println("Go back to watching TV after eating that delicious sandwich");
	System.out.println("be happy");
	System.out.println("GAMEOVER");
	playSandwich = true;
	} else if (threeb.contains("b")) {
	System.out.println("Go back to watching TV after eating that delicious sandwich");
	System.out.println("be happy");
	System.out.println("GAMEOVER");
	playSandwich = true;
	} else if (threeb.contains("c")) {
	System.out.println("Go back to watching TV after eating that delicious sandwich");
	System.out.println("be happy");
	System.out.println("GAMEOVER");
	playSandwich = true;
	}
//#win, and when they win the game exits
	if (playSandwich) {
	System.exit(0);
	}
	}

	static void playthegame() {
	Scanner two = new Scanner(System.in);
	System.out.println("You're walking down the street and you see the mall. Do you: A. Go
in the store B. Keep walking");
	twoa = two.nextLine().toLowerCase();
	if (twoa.contains("a")) {
	playStore = true;
	} else if (twoa.contains("b")) {
//#lose, which leads players to playsomeMore
//#fortheloss, by leaving your house or doing anything
	System.out.println("You get hit by a car & die");
	System.out.println("GAMEOVER");
	playStore = false;
	}
	while (playStore) {
```

```
        playinstore();
        }
        while (!playStore) {
        playthegame();
        }
        }
        static void playinstore() {
        Scanner three = new Scanner(System.in);
        System.out.println("Now that you're in the mall, would you like to: A. Go Shopping B. Go
eat");
        threea = three.nextLine().toLowerCase();
        if (threea.contains("a")) {
        System.out.println("You see the cutest shirt ever! But you forget your wallet!!!");
        System.out.println("You die of heartbreak");
        playBack = true;
        } else if (threea.contains("b")) {
        playBack = false;
        }
        while (playBack) {
        playsomeMore();
        }
        while (!playBack) {
        playwithfood();
        }
        }

        static void playwithfood() {
        Scanner four = new Scanner(System.in);
        System.out.println("Alright, " + yourname + " do you want to: A. Eat shrimp off the floor to
save money B. Go buy a burger");
        foura = four.nextLine().toLowerCase();
        if (foura.contains("a")) {
        playYum = true;
        } else if (foura.contains("b")) {
        playYum = false;
        }
        while (playYum) {
        playthesickness();
        }
        while (!playYum) {
        playthebeef();
        }
        }
```

```
	static void playthesickness() {
	Scanner four = new Scanner(System.in);
	System.out.println("Oh no! It looks like that shrimp made you sick & you threw up everywhere!!! Well do you want to: A. Continue eating the shrimp B. Go Home");
	sixb = four.nextLine().toLowerCase();
	if (sixb.contains("a")) {
	System.out.println("You die of stupidity");
	System.out.println("lol nawh, but you do die from food poisining");
	playDumb = true;

	} else if (sixb.contains("b")) {
	System.out.println("watch TV, and be happy");
	System.out.println("GAMEOVER");
	playDumb = false;
	}
	if (playDumb) {
	startthegame();
	} else {
	System.exit(0);
	}
	}

	static void playthebeef() {
	Scanner four = new Scanner(System.in);
	System.out.println("Now that you have your burger. Do you want to A. Finish eating at a table B. Shop and Eat");
	fivea = four.nextLine().toLowerCase();
	if (fivea.contains("a")) {
	System.out.println("Watch out! Oh no!!! you fell down the stairs & died");
	System.out.println("GAMEOVER");
	playWhat = true;
	} else if (fivea.contains("b")) {
	playWhat = false;
	}
	while (playWhat) {
	playsomeMore();
	}
	while (!playWhat) {
	playwithstore();
	}
	}
```

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```
        static void playwithstore() {
        Scanner four = new Scanner(System.in);
        System.out.println("Yum! That was delicious!!! Now do you want to: A. Continue
Shopping B. Go Home");
        sixa = four.nextLine().toLowerCase();
        if (sixa.contains("a")) {
        System.out.println("Oh no! You got robbed & died from brain trauma");
        System.out.println("GAMEOVER");
        playDone = true;
        } else if (sixa.contains("b")) {
        System.out.println("Watch TV, and be happy");
        System.out.println("GAMEOVER");
        playDone = false;
        }
        if (playDone) {
        startthegame();
        } else {
        System.exit(0);
        }
        }
}
```

My game mostly follows the flowchart, but I had to make some edits, because I did not make all the requirements the assignment called for.