

# Adventure Story Program

The story must be based on the following premise.

The world is in chaos; the supplies of oil and gas are virtually gone. People are looting, stealing and attacking others for their possessions.

You must keep yourself and the people you care about safe and try to find energy solutions, a safe place to live and food. You must accumulate items throughout this quest. You also must consume or use items. There must be random events in the program. Your family or group must consist of at least 3 people and a **Llama**. **The Llama must survive throughout the story.**

- Your story must have at least 9 different functions both void and return and most of the major decisions, battles, etc. must happen in functions.
- You must use single and dual alternative selection structures
- Nested alternative selection structures
- Comparison operators
- Pre and post test repetition structures( both for and while)

Your story should call one function from another function at least once.

The story should evolve differently based on the choices made by the user.

You must comment your logic throughout the project. You must use **random number generators** in the game and the game should progress based on these pivotal random events. It should not just be a random item that has little impact on the program.

The **user interaction** is a vital part of the adventure

Be creative, and unique.

You will be graded on Formatting of output, Creativity, and functionality and most of all advanced coding used for your project.

Spell Check. KEEP IT CLEAN>>>>>>>>>