```java
/**
 * This game is called DOUBLE-O-SEVEN, and you use the keys a, w and
d.
 * This game is similar to rock, paper, scissors, but you just have to
reload before shooting.
 * In this version of the game, it does not have a specific number of
rounds, it ends either you or the program loses all points (points =
0)
 * At the start of the game, you and the program will start with 7
points.
 * If you get shot, you lose a point.
 * If you shoot the opponent, you lose a reload.
 * REMEMBER, YOU MUST HAVE A RELOAD/ ENOUGH RELOADS TO SHOOT THE
AMOUNT OF TIMES YOU WANT TO.
 */




import java.util.Scanner;
public class doubleOSeven
{
    public static Scanner scan = new Scanner (System.in);
    public static void doubleOSeven () { //this is the base structure
of the game
        start(); //introduction/instructions
        game(); //the actual game (the option to replay the game and
the outro is included in this code)
    }

    public static void start(){
        Scanner scan = new Scanner (System.in);
        //intro part 1
        System.out.println("WELCOME to Double-O-Seven");
        System.out.println("This game is based on a real hand game
that was inspired by James Bond. In this version, there are 7
rounds.");

        System.out.println("Press 0 then ENTER to continue...");
        int confirmation = scan.nextInt();
        scan.nextLine();
        if (confirmation == 0){
            System.out.println(" ");
            //intro part 2
            String text = "Hi there, you have been chosen to help
catch bad guys while James hunts down Ernst Stavro Blofeld";
            for (int i = 0; i < text.length(); i++){
                System.out.print(text.charAt(i));
                try{ Thread.sleep(30);} catch(Exception e){}
            }
            try{ Thread.sleep(100);} catch(Exception e){}
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            System.out.println();
            text = "Boss told us to give you a (a)Gun, (w)Shield and
some bullets to (d)Reload";
            for (int i = 0; i < text.length(); i++){
                System.out.print(text.charAt(i));
                try{ Thread.sleep(30);} catch(Exception e){}
            }
            System.out.println();
            try{ Thread.sleep(1000);} catch(Exception e){}
            //instructions
            System.out.println("Remember! Gun < Shields    Gun >
Reload");
            try{ Thread.sleep(1000);} catch(Exception e){}
            System.out.println("In order to shoot, you must reload as
many times as you need or want to shoot in the future.");
            System.out.println("If you shoot without enough reloads,
then you get life points deducted, and your opponent would get that
point.");
            try{ Thread.sleep(1000);} catch(Exception e){}
            System.out.println("a = Shield      w = Reload      d =
Shoot");
            System.out.println(" ");
            try{ Thread.sleep(1000);} catch(Exception e){}
            System.out.println("When the fight starts, it will say
''DOUBLE-O-SEVEN'', press either a, w or d, then click enter to submit
your move");
            System.out.println("Once you put your choice, your
opponent will then display their action, and you will find out whether
you have won that round or not.");
            System.out.println(" ");
            try{ Thread.sleep(1000);} catch(Exception e){}
            System.out.println("The fight will end once someone gets
defeated (points = 0)");
            System.out.println("(everyone starts will 7 points)");
            try{ Thread.sleep(1000);} catch(Exception e){}
        }
        else{ //if player does not answer the question, then the
program will exit and you must reload
            System.out.println("ERROR");
            System.out.println("Please reload the program");
            System.exit(2000);
        }
        int no = 0; // the number of times the player says that they
don't understand
        boolean comprehension = false;
        //the while loop below is to make sure the player understands
the instructions because to some people, the game may be complicated
        while (comprehension == false){
            System.out.println();
            System.out.println("       Did you understand the
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                    instructions?");
                System.out.println("        y = YES        n = NO");
                String understand = scan.nextLine();
                if (understand.equals("y")) { //if player did understand,
then they can continue the game
                    System.out.println("        Great!");
                    comprehension = true;
                }
                else if (understand.equals("n")) { //if player did not
understand the instructions, then t
                    if (no >= 1){ //if player does not understand the
instructions more than once
                        System.out.println("        Please re-read the
instructions");
                    }
                    else { //the first time they say they dont
understand... the code below is just a summary of the instructions / a
re-worded version
                        System.out.println("        a = Shield        w =
Reload        d = Shoot");
                        System.out.println("        Shield to protect from
Shoot, Reload to have enough bullets to Shoot, Shoot to bring down
opponent");
                    }
                    no++;
                }
                else { //if player does not answer the question
                    System.out.println("        ERROR");
                }
            }
            System.out.println();
            System.out.println();
            System.out.println();
            System.out.println();
            System.out.println();
            try{ Thread.sleep(400);} catch(Exception e){}
    }

    public static void game(){
        int r = 1; //starting round number
        int player = 7; //player's starting number of life points
        int opponent = 7; //opponent's starting number of life points
(opponent = computer/program)
        int oppReload = 0; //opponent's number of reloads
        int playerReloads = 0; //player's number of reloads
        System.out.println("POINTS        YOU: " + player+ "
OPPONENT: " + opponent); //letting the player know how many points/
lives they have to start with
        System.out.println(" ");
        boolean round = true; // as long as round is true, then the
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game will continue
        while (round == true){
            System.out.println("Round #" + r); //stating the round
number
            System.out.println("DOUBLE-O-SEVEN!");
            //PLAYER'S CHOICE
                String action = scan.nextLine();
            if (action.equals("a")){
                action = "Shield";
            }
            else if (action.equals("w")){
                action = "Reload";
                playerReloads++;
            }
            else if (action.equals("d")){
                action = "Shoot";
                if (playerReloads == 0){ //player will be punished if
they shoot without enough reloads (like shooting with no bullets)
                    action = "X";
                    player--;
                    opponent++;
                }
            }
            else {
                action = "Your action is invalid";
            }

            //outputting player's choice
            System.out.println("YOU: " + action);

            //OPPONENT'S CHOICE
            int randOne = (int)(Math.random()*3); //randomly
generating the choices
            String oppChoice = " ";
            if (randOne == 0){
                oppChoice = "Shield";
            }
            else if (randOne == 1) {
                oppChoice = "Reload";
                oppReload++;
            }
            else if (randOne == 2) {
                if (oppReload == 0){
                    //this while loop makes sure the program doesn't
output shoot if they don't have enough reloads
                    while (oppReload == 0){
                        int randTwo = (int)(Math.random()*1);
                        if (randTwo == 1){
                            oppChoice = "Shield";
                        }
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                else{
                    oppChoice = "Reload";
                    oppReload++;
                }
            }
        }
        else if (oppReload > 0){ //if they do have enough
reloads, then it stays shoot
            oppChoice = "Shoot";
        }
    }

    //outputting the opponent's choice
    System.out.println("OPPONENT: " + oppChoice);

    //POINTS
    if (action.equals(oppChoice)){ //both shoot = both lose
        if (action.equals("Shoot")){
            try{ Thread.sleep(250);} catch(Exception e){}
            player--;
            opponent--;
            playerReloads--;
            oppReload--;
            System.out.println("O      .....    O  ");
            System.out.println(" /|\\         \\|/  ");
            System.out.println("  |             |  ");
            System.out.println(" / \\          / \\ ");
            System.out.println(" YOU       OPPONENT");
        }
        else if (action.equals("Reload")){ //both reload
            try{ Thread.sleep(250);} catch(Exception e){}
            System.out.println("No one gets points");
            System.out.println("  O            O  ");
            System.out.println(" /|\\          /|\\ ");
            System.out.println("  |             |  ");
            System.out.println(" / \\          / \\");
            System.out.println(" YOU       OPPONENT");
            System.out.println("No one gets points");
        }
        else if (action.equals("Shield")){ //both shield
            try{ Thread.sleep(250);} catch(Exception e){}
            System.out.println("  O ||     || O");
            System.out.println(" /|\\||    ||\\|/");
            System.out.println("  | ||    || |");
            System.out.println(" / \\          / \\");
            System.out.println(" YOU       OPPONENT");
            System.out.println("No one gets points");
        }
    }
    else if (action.equals("Shoot") &&
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oppChoice.equals("Shield")){ //player shoot - opponent shield
            try{ Thread.sleep(250);} catch(Exception e){}
            System.out.println("OPPONENT: You missed. HAHA");
            playerReloads--;
            System.out.println("  O    ...|| O");
            System.out.println(" /|\\       ||\\\\|/");
            System.out.println("  |        || |");
            System.out.println(" / \\        / \\\\");
            System.out.println(" YOU      OPPONENT");
        }
        else if (oppChoice.equals("Shoot") &&
action.equals("Shield")){ //player shield - opponent shoot
            try{ Thread.sleep(250);} catch(Exception e){}
            System.out.println("YOU: HA, I blocked it");
            oppReload--;
            System.out.println("  O  ||...   O");
            System.out.println(" /|\\ ||     \\\\|/");
            System.out.println("  |  ||       |");
            System.out.println(" / \\         / \\\\");
            System.out.println(" YOU      OPPONENT");
        }
        else if (action.equals("Shoot") &&
oppChoice.equals("Reload")) { //player shoot - opponent reload
            try{ Thread.sleep(250);} catch(Exception e){}
            System.out.println("YOU: BAAM! I got you!");
            playerReloads--;
            opponent--;
            System.out.println("  O    .....  O");
            System.out.println(" \\\\|/         /|\\\\");
            System.out.println("  |           |");
            System.out.println(" / \\         / \\\\");
            System.out.println(" YOU      OPPONENT");
        }
        else if (oppChoice.equals("Shoot") &&
action.equals("Reload")){ //player reload - opponent shoot
            try{ Thread.sleep(250);} catch(Exception e){}
            System.out.println("OPPONENT: Give up! You're gonna
lose!");
            oppReload--;
            player--;
            System.out.println(" O   .....   O");
            System.out.println(" /|\\         \\\\|/");
            System.out.println("  |           |");
            System.out.println(" / \\         / \\\\");
            System.out.println(" YOU      OPPONENT");
        }
        else if
(action.equals("Reload")&&oppChoice.equals("Shield")){ //player reload
- opponent shield
            try{ Thread.sleep(250);} catch(Exception e){}
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                System.out.println("No one gets points");
                System.out.println("  O         || O");
                System.out.println(" /|\\         ||\\\\|/");
                System.out.println("  |          || |");
                System.out.println(" / \\          / \\\\");
                System.out.println(" YOU      OPPONENT");
            }
            else if
(oppChoice.equals("Reload")&&action.equals("Shield")){ //player shield
- opponent reload
                try{ Thread.sleep(250);} catch(Exception e){}
                System.out.println("No one gets points");
                System.out.println("  O ||        O");
                System.out.println(" \\\\|/||        /|\\\\");
                System.out.println("  | ||         |");
                System.out.println(" / \\\\          / \\\\");
                System.out.println(" YOU      OPPONENT");
            }
            else {
                if (oppChoice.equals("Shoot")){ //player nothing -
opponent shoot
                    player++;
                    oppReload--;
                }
                else if (oppChoice.equals("Reload")){ //player nothing
- opponent reload
                    oppReload--;
                }
            }
            r++;
            System.out.println(" ");
            System.out.println("STATUS       Reloads: " +
playerReloads);
            System.out.println("LIFE       YOU: " + player + "
OPPONENT: " + opponent);
            System.out.println(" ");
            System.out.println(" ");
            System.out.println(" ");
            if (player == 0){
                round = false;
                System.out.println("Would you like to replay this
game? y/n");
                String replay = scan.nextLine();
                if (replay.equals("y")){
                    System.out.println("Get ready!");
                    System.out.println(" ");
                    round = true;
                }
            }
            else if (opponent == 0){
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                    System.out.println("Would you like to replay this
game? y/n");

                    String replay = scan.nextLine();
                    if (replay.equals("y")){
                        System.out.println("Get ready!");
                        System.out.println(" ");
                        round = true;
                    }
                }
                else {
                    round = true;
                }
            }
            if (player > opponent){
                System.out.println("GREAT JOB! Come back soon to help
Mr.Bond!");
            }
            else {
                try{ Thread.sleep(200);} catch(Exception e){}
                System.out.println("Agent 1: We probably need to
reconsider who we hire...");
                try{ Thread.sleep(200);} catch(Exception e){}
                System.out.println("Agent 2: SHHHHH, they're still here!
Good job today, but better luck next time");
                try{ Thread.sleep(200);} catch(Exception e){}
                System.out.println("Agent 1: hehe, I mean thank you for
you effort :)");
                try{ Thread.sleep(250);} catch(Exception e){}
                round = false;
                System.out.println(" ");
                System.out.println("Thanks for playing!");
            }
            scan.nextLine();
        }
}
```