**WEEK-4**

**TASK** – Text based adventure game (Haunted House)

package textbasedadventuregame;

import java.util.Scanner;

public class HauntedHouseGame {

public static void main(String[] args) {

// **TODO** Auto-generated method stub

Scanner scanner = new Scanner(System.***in***);

System.***out***.println("You find yourself standing in front of a creepy old haunted house.");

System.***out***.println("The house looks abandoned and has an eerie aura about it.");

System.***out***.println("You can hear strange noises coming from inside.");

System.***out***.println("Do you want to enter the house? (yes/no)");

String choice = scanner.nextLine().toLowerCase();

if (choice.equals("yes")) {

*startGame*(scanner);

} else if (choice.equals("no")) {

System.***out***.println("You chicken out and run away.");

} else {

System.***out***.println("Invalid choice. Please enter 'yes' or 'no.'");

}

}

public static void startGame(Scanner scanner) {

System.***out***.println("You enter the haunted house.");

System.***out***.println("The door slams shut behind you, and you hear it lock.");

System.***out***.println("You are in a dimly lit hallway. There are three doors.");

System.***out***.println("Which door do you choose? (1/2/3)");

String choice = scanner.nextLine();

if (choice.equals("1")) {

*room1*(scanner);

} else if (choice.equals("2")) {

*room2*(scanner);

} else if (choice.equals("3")) {

*room3*(scanner);

} else {

System.***out***.println("Invalid choice. Please enter 1, 2, or 3.");

*startGame*(scanner);

}

}

public static void room1(Scanner scanner) {

System.***out***.println("You enter a dusty old library.");

System.***out***.println("There's a ghostly figure sitting at a table, reading a book.");

System.***out***.println("The figure looks up at you and beckons you to come closer.");

System.***out***.println("Do you approach the ghost? (yes/no)");

String choice = scanner.nextLine().toLowerCase();

if (choice.equals("yes")) {

System.***out***.println("The ghost vanishes, leaving a dusty old book behind.");

System.***out***.println("You take the book and return to the hallway.");

*startGame*(scanner);

} else if (choice.equals("no")) {

System.***out***.println("You leave the library and return to the hallway.");

*startGame*(scanner);

} else {

System.***out***.println("Invalid choice. Please enter 'yes' or 'no.'");

*room1*(scanner);

}

}

public static void room2(Scanner scanner) {

System.***out***.println("You enter a dark and damp basement.");

System.***out***.println("There are strange noises coming from the shadows.");

System.***out***.println("You see a flickering light in the corner.");

System.***out***.println("Do you investigate the light? (yes/no)");

String choice = scanner.nextLine().toLowerCase();

if (choice.equals("yes")) {

System.***out***.println("As you approach the light, you discover a hidden exit.");

System.***out***.println("You escape the haunted house and win the game!");

} else if (choice.equals("no")) {

System.***out***.println("You decide it's too risky and return to the hallway.");

*startGame*(scanner);

} else {

System.***out***.println("Invalid choice. Please enter 'yes' or 'no.'");

*room2*(scanner);

}

}

public static void room3(Scanner scanner) {

System.***out***.println("You enter a creepy bedroom with old, creaky furniture.");

System.***out***.println("The room is filled with porcelain dolls.");

System.***out***.println("One of the dolls starts moving towards you.");

System.***out***.println("Do you try to grab the doll? (yes/no)");

String choice = scanner.nextLine().toLowerCase();

if (choice.equals("yes")) {

System.***out***.println("The doll turns out to be harmless and drops a key.");

System.***out***.println("You take the key and return to the hallway.");

*startGame*(scanner);

} else if (choice.equals("no")) {

System.***out***.println("You run out of the room in fear and return to the hallway.");

*startGame*(scanner);

} else {

System.***out***.println("Invalid choice. Please enter 'yes' or 'no.'");

*room3*(scanner);

}

}

}

**Output**

You find yourself standing in front of a creepy old haunted house.

The house looks abandoned and has an eerie aura about it.

You can hear strange noises coming from inside.

Do you want to enter the house? (yes/no)

yes

You enter the haunted house.

The door slams shut behind you, and you hear it lock.

You are in a dimly lit hallway. There are three doors.

Which door do you choose? (1/2/3)

1

You enter a dusty old library.

There's a ghostly figure sitting at a table, reading a book.

The figure looks up at you and beckons you to come closer.

Do you approach the ghost? (yes/no)

no

You leave the library and return to the hallway.

You enter the haunted house.

The door slams shut behind you, and you hear it lock.

You are in a dimly lit hallway. There are three doors.

Which door do you choose? (1/2/3)

3

You enter a creepy bedroom with old, creaky furniture.

The room is filled with porcelain dolls.

One of the dolls starts moving towards you.

Do you try to grab the doll? (yes/no)

yes

The doll turns out to be harmless and drops a key.

You take the key and return to the hallway.

You enter the haunted house.

The door slams shut behind you, and you hear it lock.

You are in a dimly lit hallway. There are three doors.

Which door do you choose? (1/2/3)

2

You enter a dark and damp basement.

There are strange noises coming from the shadows.

You see a flickering light in the corner.

Do you investigate the light? (yes/no)

yes

As you approach the light, you discover a hidden exit.

You escape the haunted house and win the game!