```java
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;

public class Application {
        int health = 10;
        boolean sword = false;
        int attackDamage = 1;
        boolean key = false;
        boolean treasure = false;
        int beastHealth = 8;
        int dragonHealth = 18;
        boolean potion = false;

        static BufferedReader bufferedReader = new BufferedReader(new InputStreamReader(System.in));
        String choice = "";

        public Application(String name) throws Exception {

                System.out.println("Welcome " + name + " to your treasure hunt. Beware of the dragon!");
                System.out.println("You are standing outside a cave. There is a smell of sulfur coming from the opening");
                System.out.println("The cave opening is to your east. Write \"e\" and press [Enter] to enter the cave");

                while(!(choice = bufferedReader.readLine()).equals("e")){
                        System.out.println("You stumble and fall, please go east [e] to enter the cave");
                };
                System.out.println("As you enter the cave the entrance collapses behind you.");
                Room1();
        }

        public void Room1() throws Exception {
                System.out.println("The room is lit by a few candles sitting on a table in front of you.");
                System.out.println("You can go north [n] and south [s]");

                while(!((choice = bufferedReader.readLine()).equals("n") || choice.equals("s"))){
                        System.out.println("You stumble and fall, please go either [n] or [s]");
                }

                if(choice.equals("n")) {
                        Room2();
                } else if(choice.equals("s")) {
                        Room5();
```

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43                    }
44            }
45
46        public void Room2() throws Exception {
47                if(sword) {
48                        System.out.println("You see a dead body on the floor. You can go [s] and [e]");
49                        while(!((choice = bufferedReader.readLine()).equals("s") || choice.equals("e"))){
50                                System.out.println("You stumble and fall, please go either [s] or [e]");
51                        };
52                } else {
53                        System.out.println("You see a sword next to a dead body on the floor.\n"+
54                                "You can pick up the sword [p], and go [s] or [e]");
55                        while(!((choice = bufferedReader.readLine()).equals("s") || choice.equals("e") ||
56                                choice.equals("p"))){
                                System.out.println("You stumble and fall, please pick up the sword [p] or go either [s] or
                                               [e]");
57                        };
58                }
59                if(choice.equals("p")) {
60                        sword=true;
61                        attackDamage = 2;
62                        System.out.println("You picked up the sword. You see a dead body on the floor. You can go [s] and
                                               [e]");
63                        while(!((choice = bufferedReader.readLine()).equals("s") || choice.equals("e"))){
64                                System.out.println("You stumble and fall, please go either [s] or [e]");
65                        }
66                }
67                if(choice.equals("s")) {
68                        Room1();
69                } else if(choice.equals("e")) {
70                        Room3();
71                }
72        }
73
74        public void Room3() throws Exception {
75                while(beastHealth > 0 && health > 0) {
76                        System.out.println("A beast attacks you and does 1 damage");
77                        System.out.println("You attack the beast and do " + attackDamage + " damage");
78                        beastHealth = beastHealth - attackDamage;
79                        health--;
80                }
81                if(health <= 0) {
```

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                        System.out.println("You died... Game over");
                        System.exit(0);
                    } else {
                        System.out.println("You defeat the beast, but you only have " + health +
                                " hitpoints left. Will it be enough for a fight with a dragon?");
                    }

                    System.out.println("You see an exit to the east [e], a room to the westÂ [w] and a room to the south [s]");
                    while(!((choice = bufferedReader.readLine()).equals("e") || choice.equals("s") || choice.equals("w"))) {
                        System.out.println("You stumble and fall, please go either [w], [e] or [s]");
                    }

                    if(choice.equals("e")) {
                        if(treasure) {
                            System.out.println(
"                      _.--.\n"+
"                  _.-'_:-'||\n"+
"              _.-'_.-::::'||\n"+
"         _.-:'_.-::::::'  ||\n"+
"       .'`-.-:::::::'     ||\n"+
"      /.'`;|:::::::'      ||_\n"+
"     ||   ||::::::'     _.;._'-._\n"+
"     ||   ||:::::'  _.-!oo @.!-._'-.\n"+
"     \'.  ||:::::.-!()oo @!()@.-'_.|\n"+
"      '.'-;|:.-'.&$@.& ()$%-'o.'\\U||\n"+
"        `>'-.!@%()@'@_%-'_.-o _.|'||\n"+
"         ||-._'-.@.-'_.-' _.-o  |'||\n"+
"         ||=[ '-._.-\\U/.-'    o |'||\n"+
"         || '-.]=|| |'|      o  |'||\n"+
"         ||     || |'|        _| ';\n"+
"         ||     || |'|    _.-'_.-'\n"+
"         |'-._  || |'|_.-'_.-'\n"+
"          '-._'-.|| |' `_.-'\n"+
"              '-.||_/.-'\n");
                            System.out.println("You leave the dungeon with your riches. Congratulations, you won");
                            System.exit(0);
                        } else {
                            System.out.println("You coward");
                            System.exit(0);
                        }
                    } else if(choice.equals("s")) {
                        Room4();
```

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124              } else if(choice.equals("w")) {
125                      Room2();
126              }
127
128        }
129
130        public void Room4() throws Exception {
131              if(!key) {
132                      System.out.println("You see a locked door to the east, " +
133                              "a way to the north [n], and a way to the west [w]");
134              } else {
135                      System.out.println("The door to the east [e] can now be unlocked," +
136                              " you also see a way to the north [n], and a way to the west [w]");
137              }
138              if(!potion) {
139                      System.out.println("You see a health potion on the floor, you can pick it up [p]");
140              }
141              if(health < 10 && potion) {
142                      System.out.println("You only have " + health + " hitpoints left. " +
143                              "Might be a good idea to drink that health potion [d]");
144              }
145
146              choice = bufferedReader.readLine();
147
148              if(choice.equals("p")) {
149                      if(!potion) {
150                              System.out.println("You pick up the potion");
151                              potion = true;
152                              if(health<10) {
153                                      System.out.println("You only have " + health + " hitpoints left. " +
154                                              "Might be a good idea to drink that health potion [d]");
155                              }
156                      } else {
157                              System.out.println("You already have the potion");
158                      }
159                      choice = bufferedReader.readLine();
160              }
161
162              if(choice.equals("d")) {
163                      if(health == 10) {
164                              System.out.println("You are already at full health");
165                      } else {
```

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                            System.out.println("You drink the health potion and are now at full health");
                            health = 10;
                            potion = false;
                        }
                    choice = bufferedReader.readLine();
                }

            while(!(choice.equals("n") || choice.equals("w") || (key && choice.equals("e")))) {
                    if(key) {
                            System.out.println("You stumble and fall, please go either [w], [e] or [n]");
                    } else {
                            System.out.println("You stumble and fall, please go either [w] or [n]. " +
                                    "You don't have the key to unlock the door to the east");
                    }
                    choice = bufferedReader.readLine();
            }

            if(choice.equals("e")) {
                    Room6();
            } else if(choice.equals("w")) {
                    Room5();
            } else if(choice.equals("n")) {
                    Room3();
            }
        }
    public void Room5() throws Exception {
            if(key) {
                    System.out.println("You see an empty room. You can go [w] and [e]");
                    while(!((choice = bufferedReader.readLine()).equals("w") || choice.equals("e"))){
                            System.out.println("You stumble and fall, please go either [w] or [e]");
                    };
            } else {
                    System.out.println("You see a key laying on the floor.\n"+
                            "You can pick up the key [p], and go [w] or [e]");
                    while(!((choice = bufferedReader.readLine()).equals("w") || choice.equals("e") ||
                            choice.equals("p"))){
                            System.out.println("You stumble and fall, please pick up the key [p] or go either [w] or
                            [e]");
                    };
            }
            if(choice.equals("p")) {
                    key=true;
```

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                    System.out.println("You picked up the key. You see an empty room. You can go [w] and [e]");
                        while(!((choice = bufferedReader.readLine()).equals("w") || choice.equals("e"))){
                            System.out.println("You stumble and fall, please go either [w] or [e]");
                        }
                }
            if(choice.equals("w")) {
                    Room1();
            } else if(choice.equals("e")) {
                    Room4();
            }
        }

    public void Room6() throws Exception {
            System.out.println(
                "                                                            .~))>>\n"+
                "                                                             .~)>>\n"+
                "                                                            .~))))>>>\n"+
                "                                                           .~))>>             ___\n"+
                "                                                          .~))>>)))>>      .-~))>>\n"+
                "                                                        .~)))))>>       .-~))))>>)>\n"+
                "                                                      .~)))>>)))))>>  .-~))>>)>\n"+
                "                    )                               .~))>>)))))>>  .-~)))))>>)>\n"+
                "                 ( )@@*)                           //)>))))))  .-~))))>>)>\n"+
                "               ).@(@@                           //))>>)))  .-~))>>)))))>>)>\n"+
                "             (( @.@).                          //))))))  .-~)>>))))))>>)>\n"+
                "           ))  )@@*.@@ )                       //))>))) //))))))>>)))))>>)>\n"+
                "        ((  ((@@@.@@            |/))))))  //)))))>>))))>>)>\n"+
                "       )) @@*. )@@ )   (\\_(\\-\\b  |))>)) //)))>>)))))))>>)>\n"+
                "     (( @@@(.@(@ .    _/`-`  ~|b |>))) //)>>))))))))>>)>\n"+
                "      )* @@@ )@*     (@)  (@) /\\\\b|))) //))))))>>))))>>\n"+
                "    (( @. )@( @ .   _/ /    / \\b)) //))>>)))))>>>_._\n"+
                "     )@@ (@@*)@@.  (6///6)- / ^  \\b)//))))))>>)))>>   ~~-.\n"+
                " ( @jgs@@. @@@.*@_ VvvvvV//  ^  \\b/)>>))))>>      _.        `bb\n"+
                " ((@@ @@@*.(@@ . - | o |' \\\\ (  ^   \\b)))>>        .'       b`,\n"+
                "    ((@@).*@@ )@ )   \\\\^^^/  ((   ^  ~)_        \\\\  /         b `,\n"+
                "      (@@. (@@ ).     `-'   (((   ^    `\\\\ \\\\ \\\\ \\\\ \\\\|         b  `.\n"+
                "        (*.@*              / ((((        \\\\| | |  \\\\     .      b  `.\n"+
                "                          / / (((((  \\\\      \\\\ /  _.-~\\\\     Y,      b  ;\n"+
                "                         / / / ((((((  \\\\     \\\\.-~   _.`\\\" _.-~`,      b  ;\n"+
                "                        /  /   `(((((()      )    (((((~      `,  b  ;\n"+
                "                      _/  _/       `\\\"\\\"\\\"\\\"/    /'                 ; b   ;\n"+
                "                  _.-~_.-~ .-~          /  /'                     _.'~bb _.'\n"+
```

```
248                          "                        ((((~~                    / /'                    _.'~bb.--~\n"+
249                          "                          ((((                  __.-~bb.-~\n"+
250                          "                                              .'   b .~~\n"+
251                          "                                              :bb ,'  \n"+
252                          "                                              ~~~~\n"
253                  );
254
255              System.out.println("An angry dragon appears");
256              while(dragonHealth > 0 && health > 0) {
257                      System.out.println("A dragon attacks you and does 1 damage");
258                      System.out.println("You attack the dragon and do " + attackDamage + " damage");
259                      dragonHealth = dragonHealth - attackDamage;
260                      health--;
261              }
262              if(health <= 0) {
263                      System.out.println("You died... Game over");
264                      System.exit(0);
265              } else {
266                      System.out.println("You defeat the dragon and collect the treasure. " +
267                              "Can you escape this dungeon with all your riches?");
268                      treasure=true;
269              }
270
271              System.out.println("You drag the gold out the way you came from");
272              Room4();
273
274
275      }
276
277      public static void main(String[] argv) throws Exception {
278              System.out.println(
279                      "                        Welcome to Dragon Treasure\n "+
280                      "         Write your name and press [Enter] to start a new game..."
281              );
282              String name = bufferedReader.readLine();
283              Application adventure = new Application(name);
284      }
285 }
```