

Text Adventure
DT Bootcamp CODE
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Precedents/ Reference

Inspiration

Time Travel - TV series “12 Monkeys”



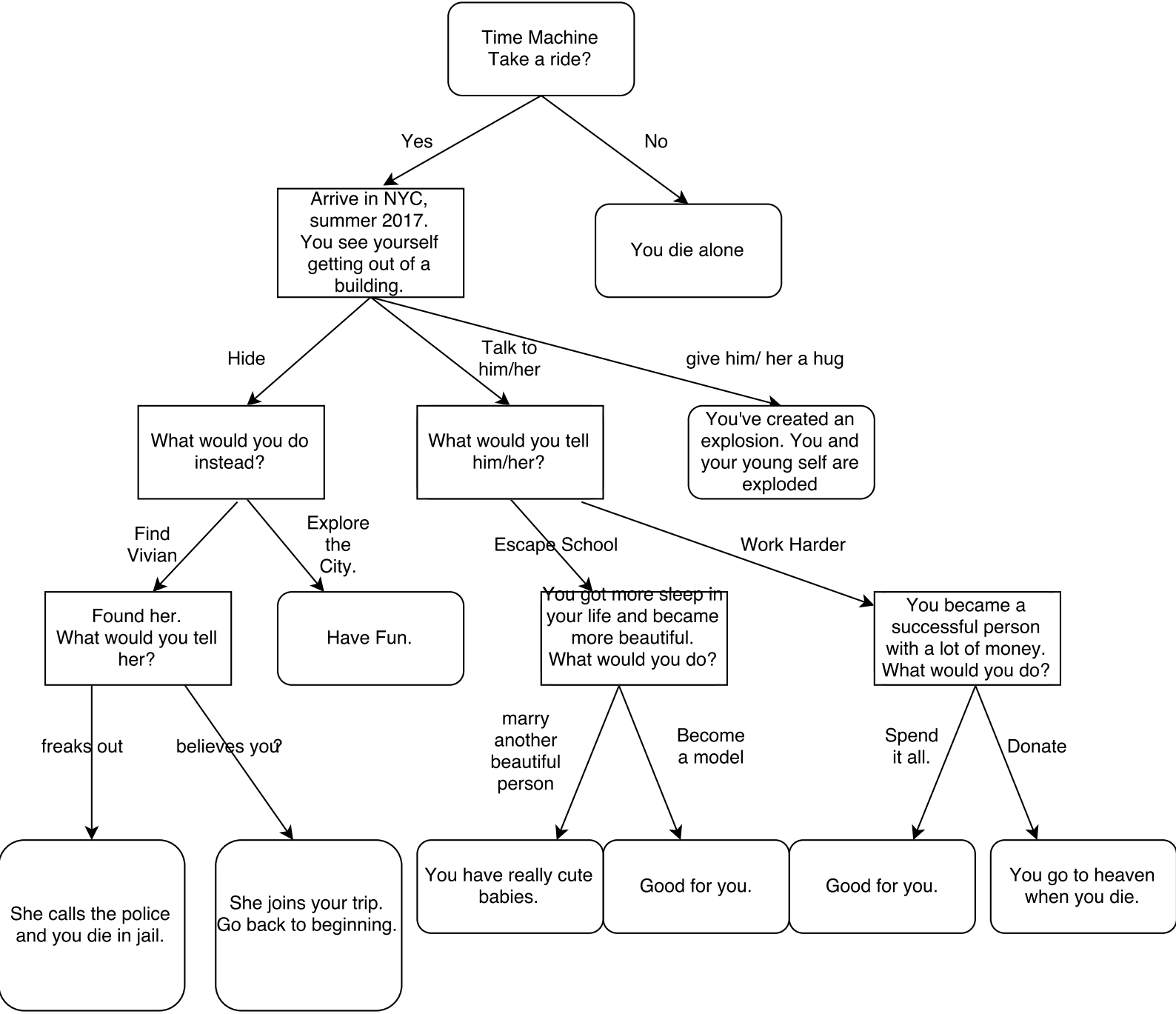
Code Reference

Vivian's text adventure

Process

1. Coming up with a story
2. Write a 'Flow Chart' of the Story
3. Write the code
4. Search for images
5. Insert images through code

Flow Chart



About My Code

1. 'State's are confusing....

```
if (state == 1) {  
  println("You arrived in New York City in the year of 2017.");  
  println("Then, you see your younger self entering a building.");  
  println("What would you do?");  
  println("Please press a number on the keyboard.");  
  println("1.Hide  2.Talk to him/her  3.give him/her a hug");  
  println(" ");  
  
  image = loadImage("2.jpg");  
  image(image, 0, 0, 600, 600);  
  
  state = nyc;  
} else if (state == nyc) {  
  println("What would you do instead?");  
  println("1.Find a friend  2.Explore the city.");  
  println(" ");  
  
  image = loadImage("3.jpg");  
  image(image, 0, 0, 600, 600);  
}
```

2. Go back to the start.

```
| if(key == '0'){  
  println("In the year of 2048, a time machine is invented.");  
  println("You've recieved a free ticket to go on a time travel.");  
  println("Do you want to use it?");  
  println("Please press a number on the keyboard.");  
  println("1.YES  2.NO");  
  println(" ");  
  
  image = loadImage("1.jpg");  
  image(image, 0, 0, 600, 600);  
  
  state = 1;  
}  
}
```

Let's try out the game!

Thank you!!