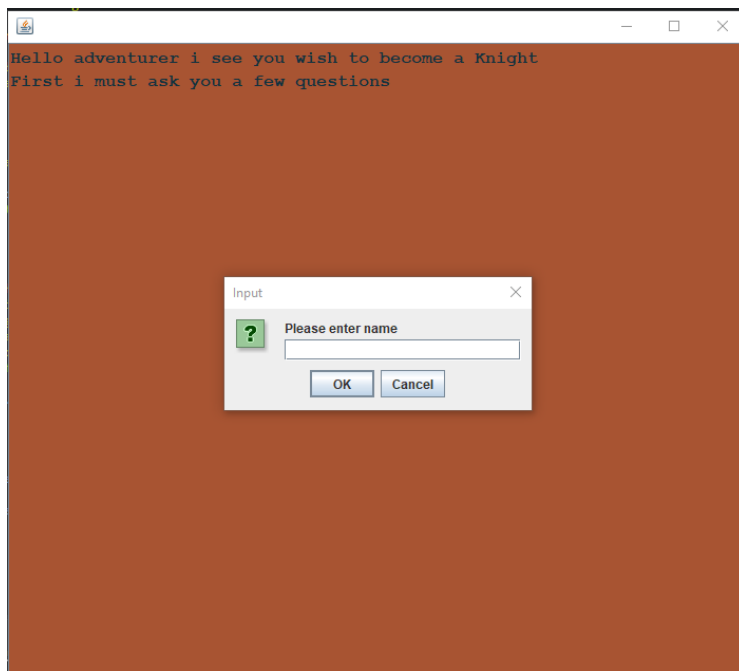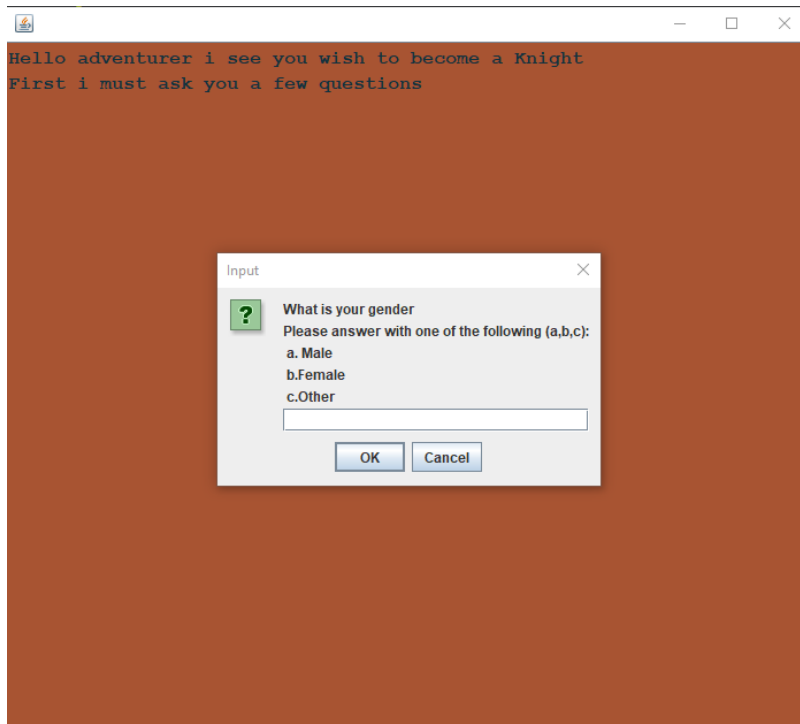# A Knights Tale illustrated guide

This small java game has a few selections to be made by the user the game is won once the correct answers are input.


The First input will be users name, it can be anything they chose however it cannot be left blank.
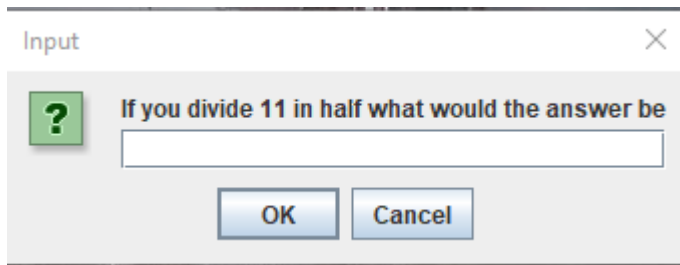

The second input is a selection between a, b and c if the user does not enter one of them it will ask them again until a correct input is received.
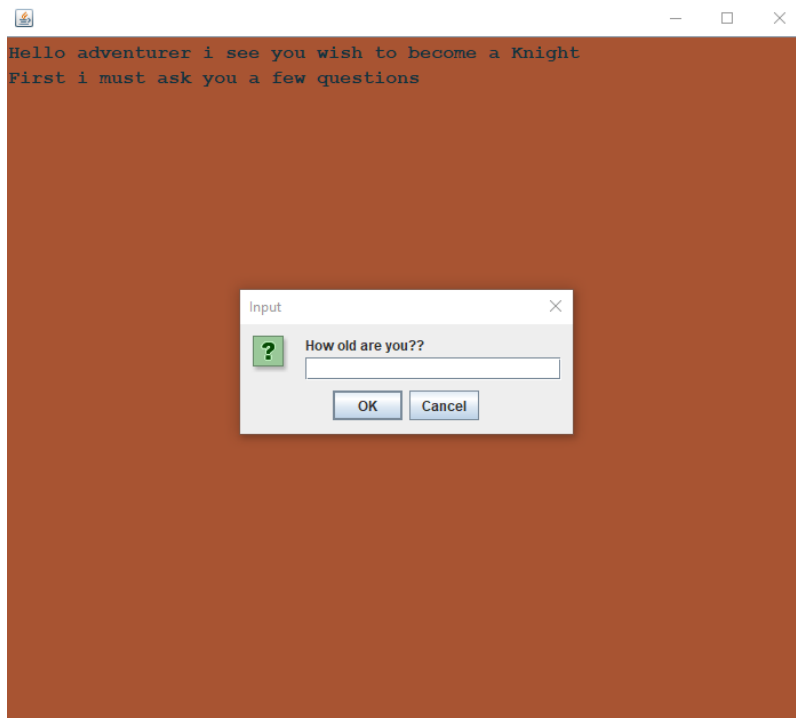
The third input will be depending on the age selected will produce a suffix in front of the user's name. It must be a number within the range of 1 to 100 otherwise the suffix will default to being blank.
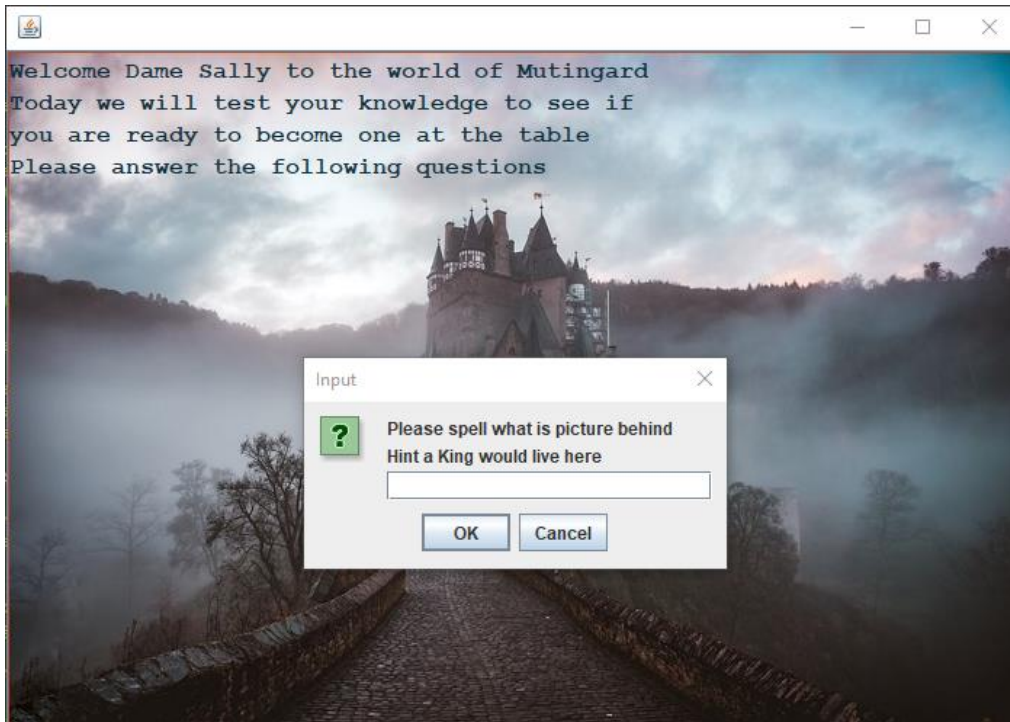
As you can see the previous inputs will be output in this text, thus begins the next input which is 1 of 3 questions input can be anything however must match the correct answer to pass the game.
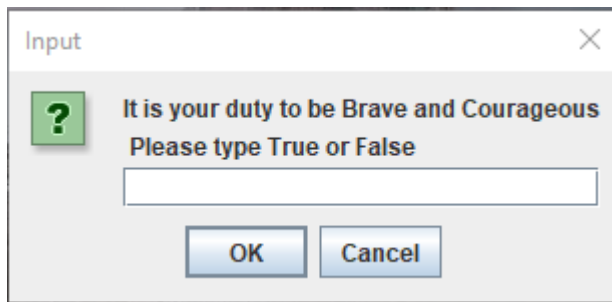
Input ✕

? If you divide 11 in half what would the answer be

[   ]

OK   Cancel

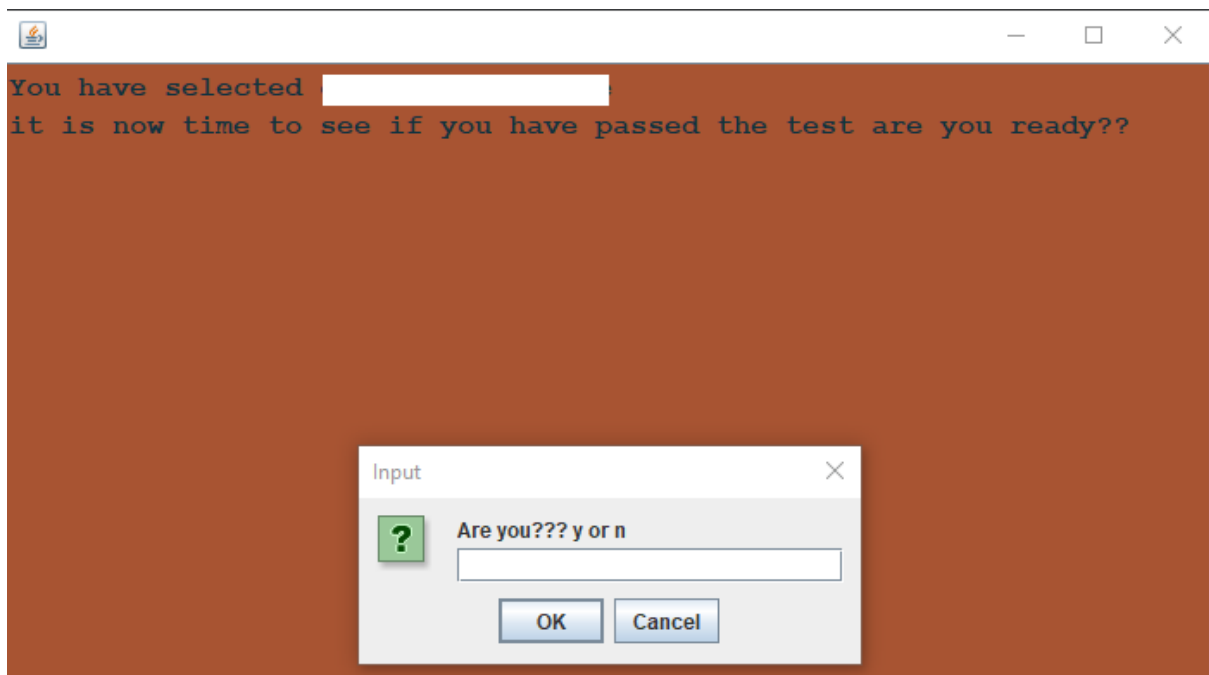The second question must be of numerical value user cannot enter anything other than numbers.

Input ✕

? It is your duty to be Brave and Courageous
Please type True or False

[   ]

OK   Cancel

The third question user must input 'true' or 'false' anything other will default to input being false

— ☐ ✕

You have selected [   ]
it is now time to see if you have passed the test are you ready??

Input ✕
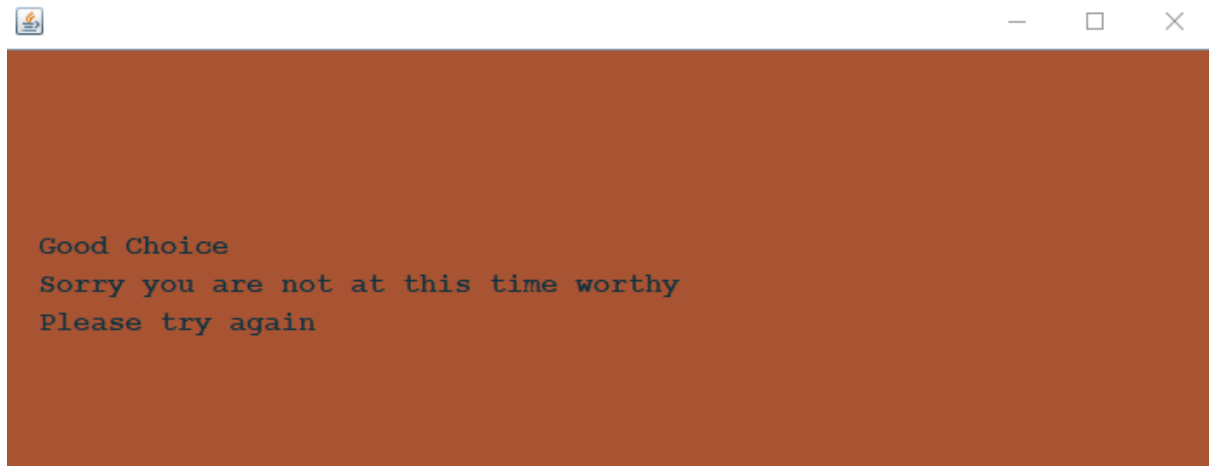
? Are you??? y or n

[   ]

OK   Cancel

The next window will show output in the blanked-out section to the answers they had just input. They can look at what they have input and if they are not happy, they can select no, and the program will shut, and they can start again. If they select yes, there answers are put to the test.

If the user does not input Y , N they will be prompted again until a correct input is received.

```
Good Choice
YOU ARE READY TO CONTINUE
A new tale chapter comming shortly
```
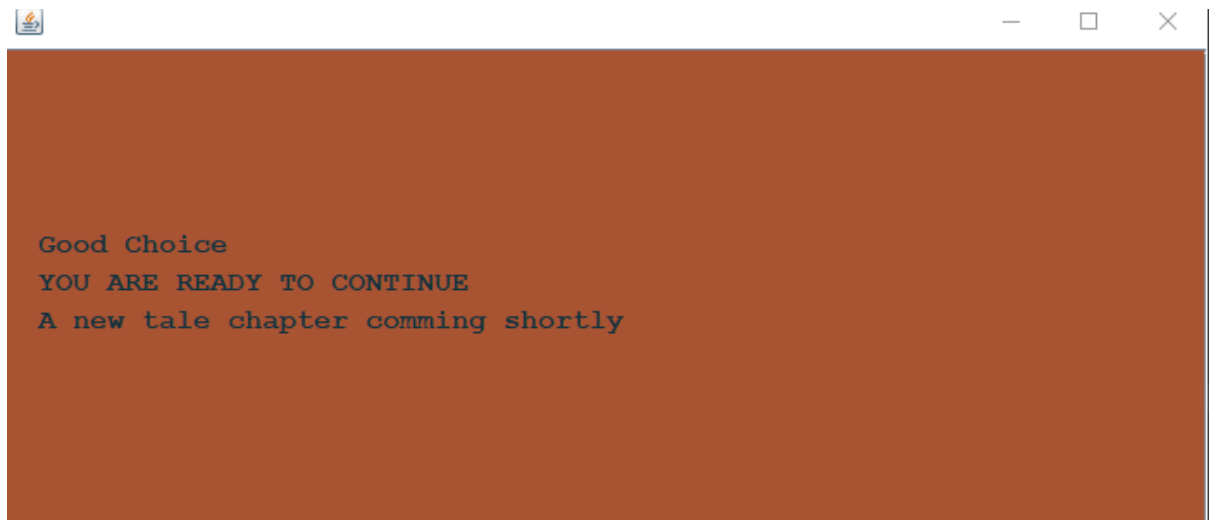
If the inputs are correct user will be congratulated

```
Good Choice
Sorry you are not at this time worthy
Please try again
```

If the inputs are incorrect they will receive this message and they can start program again to try again.