

How to run the program:

To play using Scanner/user input, run PlayGame.java

To play using GUI, run PlayGameGui.java

Currently we are having issues with the functionality of our GUI, however the game is fully functional through the PlayGame driver. When playing the game using the PlayGame driver, the program prompts the user with text through the interactions panel and allows the user to respond using text input. The numbered square brackets represent the rooms that are connected to the current room the player is in. A plus sign indicates that the door is unlocked and a negative sign indicates that the door is locked. To unlock a locked door, the user is prompted with a set of ten keys, from which they have three chances to choose the correct one to unlock the door (later versions of the game can include more interesting text interactions with the doors and keys).

```
Welcome to DrJava. Working directory is /Users/s160540/Desktop/FINALPROJECT_lluo_jagular_avalle/FinalProject
> run PlayGame
Welcome to Adventure Time!!
Do you want to play? Y/N

y

Enter the room number you wish to enter. Enter Q to quit. (-)locked & (+)unlocked
[2-][4-][3-]
Please select a valid door number.

4

At the door you find an elf and you try asking him to move. He is distressed because he cannot find his notes for Elf University. Maybe you can help him out.
You have 3 chances left to guess wrong or the dragon carries your Don off!

Type the name of the key you want to view. Type Q to quit the game
[Notebook][Apple][Paintbrush][Pen][Duck][Chair][Ring][Scarf][Laptop][Fork]

notebook

The key tells you: You can write in me!
Is this the key you choose to use to unlock?(Y/N). Enter Q to Quit.

y

He is so happy. Now he can noodle on back to study for his finals!

Enter the room number you wish to enter. Enter Q to quit. (-)locked & (+)unlocked
[2-][4+][3-]
Please select a valid door number.


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Once the user successfully makes their way through the map and enters the 10<sup>th</sup> room, they are prompted to play a game of hangman to save the don in distress who is being held captive by a dragon.

```
Enter the room number you wish to enter. Enter Q to quit. (-)locked & (+)unlocked
[10+][8-][6+]
Please select a valid door number.

10

Door is unlocked. Enter the room.
Do you wish to enter room 10?(Y/N) Enter Q to quit.

y

You are almost there! All you have to do now is win this game by guessing the correct letters in the phrase Your boo's life hangs on a thread. Hurry up and save him!

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What is your guess?
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If the user correctly guesses the phrase before they run out of chances, a congratulatory message appears on the screen and the user is asked whether or not they wish to replay the game.

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no news is good news
Guesses :[a, e, i, o, t, n, s, w, g]
What is your guess?
d

| | |
| | /
| |
| |

no news is good news
Guesses :[a, e, i, o, t, n, s, w, g, d]
You entered the room and managed to save your Don right before the Dragon took him away! He tells you,'Aahh my hero' right before he takes you in for a kiss
    Congratulation
Congratulation!Congratulations!
Congratulations!Congratulations!
Congratulations!Congratulations!
Congratulations!Congratulations!
Congratulations!C
Congratulation
Congratulation
Con
Would you like to play again?(Y/N)
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If the user does not guess the phrase correctly before running out of chances (6 wrong guesses are allowed), the don in distress is hidden in a new location by the dragon and the user is asked if they wish to replay the game.

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|_ess _s __re
Guesses :[f, s, e, w, q, r, t, y]
What is your guess?
u

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|  / \
|  /  \
|
GAME OVER!

_ess _s __re
Guesses :[f, s, e, w, q, r, t, y, u]
Oh no! One of the dragon's henchmans approaches you and tells you the dragon knew you were coming and hid him again!
You have to go save him! Would you like to play again?(Y/N)
| |
```