C++ Jumanji assignment:

#include <iostream>

#include <string>

using namespace std;

int main()

{

string start1 = "";

string choice1 = "";

string choice2 = "";

cout<< "Welcome to Dog Walk by: Mya"<< endl;

start:

cout<< "Type start to start game" << endl;

cin>> start1;

if (start1 == "start" || "Start"){

goto startnow;

}

else {

goto start;

}

startnow:

cout<< "There was a dog roaming around the city. She came upon traffic and was stuck with making a quick decision "<< endl;

cout<< "Type stay to stay in place or type run to run forward"<< endl;

cin>> choice1;

if (choice1 == "stay" || choice1 == "Stay") {

cout<<"Game over"<<endl;

goto gameover;

}

if (choice1 == "run" || choice1 == "Run") {

cout<<"You continue";

goto continue1;

}

else {

cout<<"Game over"<<endl;

goto gameover;

}

continue1:

cout<< " She safely crossed through traffic but is now facing lava!!"<< endl;

cout<< "Type jump to jump on a rock and move forward or type stay to play it safe"<< endl;

cin>> choice2;

if (choice2 == "stay" || choice2 == "Stay") {

cout<<"Game over";

goto gameover;

}

if (choice2 == "jump" || choice2 == "Jump") {

goto gamewin;

}

else {

cout<<"Game over"<<endl;

goto gameover;

}

return 0;

gamewin:

cout<<"You helped her survive the streets, Congrats!" << endl;

cout<< "Type restart to play again or type done to be done "<< endl;

cin>> choice2;

if (choice2 == "done" || choice2 == "Done") {

return 0;

}

if (choice2 == "restart" || choice2 == "Restart") {

goto startnow;

}

gameover:

cout<< "Type restart to play again or type done to be done "<< endl;

cin>> choice2;

if (choice2 == "done" || choice2 == "Done") {

return 0;

}

if (choice2 == "restart" || choice2 == "Restart") {

goto startnow;

}

return 0;

}