Lab 8

Code:

// adventures\_of\_moonman

//

// Created by Ricardo Godinez on 12/10/18.

#include <iostream>

#include <iomanip>

using namespace std;

void introduction(string);

void scene2();

void scene3();

void scene4();

void scene5();

void scene6();

void scene7();

void ending1();

void ending2();

void ending3();

void ending4();

int main()

{

string name;

cout<<"What is your name?"<<endl;

cin>>name;

cout<<endl;

introduction(name);

cout<<"The end...."<<endl;

return 0;

}

void introduction(string name)

{

int choice1;

cout<<"You are major "<<name<<" and have been sent out on an excavation mission to the planet Mars."<<endl

<<"There have been mysterious indications to form a conclusion of the presence of life being on Mars,"<<endl<<

"so NASA has sent you to check it out. On the trip, you see a floating being just before"<<endl<<

"passing the Moon."<<endl

<<"Do you..."<<endl<<endl

<<"1 - go to the mysertious being"<<endl<<"2 - ignore it"<<endl<<"3 - report the founding back to ground control"<<endl;

cin>>choice1;

cout<<endl;

if (choice1 == 1)

{

scene2();

}

else if (choice1 == 2)

{

ending1();

}

else if (choice1 == 3)

{

scene3();

}

else

cout<<"Something went wrong with the program..."<<endl;

}

void scene2()

{

int choice2;

cout<<"You are afraid but tempted by curiousity. You steer the ship towards the being "<<endl<<

"and recongize it as a man."<<endl<<"Do you...."<<endl

<<"1 - attempt to save him"<<endl<<"2 - report it to ground control"<<endl;

cin>>choice2;

cout<<endl;

if (choice2 == 1)

{

scene4();

}

else if (choice2 == 2)

{

scene3();

}

else

cout<<"Something went wrong with the program..."<<endl;

}

void scene3()

{

int choice3;

cout<<"You tell ground control. They tell you to carry on with your mission."<<endl<<

"You linger with curiousity and contemplate on your decision."<<endl<<"Do you..."<<endl<<

"1 - listen to ground control's order and carry out the mission"<<endl<<"2 - disobey the orders and head over to the being"<<endl;

cin>>choice3;

cout<<endl;

if (choice3 == 1)

{

ending1();

}

else if (choice3 == 2)

{

scene4();

}

else

cout<<"Something went wrong with the program..."<<endl;

}

void scene4()

{

int choice4;

cout<<"You are able to bring the being into your spaceship. You inject the extraterrestrial"<<endl<<

"with a healing serum. The being wakes up. You are timid and excited."<<endl<<

"You..."<<endl<<"1 - approach with hostility"<<endl<<"2 - approach passively"<<endl;

cin>>choice4;

cout<<endl;

if (choice4 == 1)

{

scene5();

}

else if (choice4 == 2)

{

scene6();

}

else

cout<<"Something went wrong with the program..."<<endl;

}

void scene5()

{

cout<<"The being does not look please. It doesn't take kindly"<<endl<<"to this treatmentThe being explains that he is an explorer "<<endl<<

"from Jupiter's moon Titan.He has been sent on a mission to "<<endl<<"explore Earthand must report his findings."<<endl<<endl;

ending2();

}

void scene6()

{

cout<<"The being looks genuinely pleased by your presence"<<endl;

scene7();

}

void scene7()

{

int choice7;

cout<<"The being explains that he is an explorer from Jupiter's moon Titan."<<endl<<

"He has been sent on a mission to explore Earth"<<endl<<"and must report his findings."<<endl<<

"You..."<<endl<<"1 - secretly report this information to ground control"<<endl<<"2 - help it complete it's mission"<<endl;

cin>>choice7;

if (choice7 == 1)

{

ending3();

}

else if (choice7 == 2)

{

ending4();

}

else

cout<<"Something went wrong with the program..."<<endl;

}

void ending1()

{

cout<<"You obey the mission's orders and continue with the excavation. You successfully complete the mission and return home."

<<endl<<"Your contributions helped discover other life in space and ultimately advanced humanity"<<endl<<endl;

}

void ending2()

{

cout<<"Suddenly, your spacecraft's emergency lights turn on. There is something wrong..."<<endl<<

"You quickly try to contact ground control. As you do, you see the being evacuate in your last escape pod"<<endl<<

"Ground control sees your call, but doesn't respond. They are aware of you disobeying their orders."<<endl<<

"Your spacecraft drifts into the unknown of space. You are abandoned...."<<endl<<endl;

}

void ending3()

{

cout<<"Suddenly, your spacecraft's emergency lights turn on. There is something wrong..."<<endl<<

"You report this intel to ground control. They confirm their acknowledgement of this information and proceed"<<endl<<

"to self destruct the ship. You try to contact them hastily but no response. You look to the being for help"<<endl<<

"He feels betrayed because of your decision to report him to ground control. He tells you he will be fine. He will not be "<<endl<<

"affect by the lack of oxygen. You are left to defend yourself but you have no other choice. You must face your consequences."<<endl;

}

void ending4()

{

cout<<"Suddenly, your spacecraft's emergency lights turn on. There is something wrong..."<<endl<<

"The being goes to the IT room and fixes the problem. He invites you to his home. He shows you great"<<endl<<

"technological advancements that have yet to be discovered on Earth. He allows you to bring these tremendous finding."<<endl<<

"You return to Earth as a hero and go down in history for your achievements."<<endl;

}

Console output:

**What is your name?**

Rick

**You are major Rick and have been sent out on an excavation mission to the planet Mars.**

**There have been mysterious indications to form a conclusion of the presence of life being on Mars,**

**so NASA has sent you to check it out. On the trip, you see a floating being just before**

**passing the Moon.**

**Do you...**

**1 - go to the mysertious being**

**2 - ignore it**

**3 - report the founding back to ground control**

1

**You are afraid but tempted by curiousity. You steer the ship towards the being**

**and recongize it as a man.**

**Do you....**

**1 - attempt to save him**

**2 - report it to ground control**

1

**You are able to bring the being into your spaceship. You inject the extraterrestrial**

**with a healing serum. The being wakes up. You are timid and excited.**

**You...**

**1 - approach with hostility**

**2 - approach passively**

2

**The being looks genuinely pleased by your presence**

**The being explains that he is an explorer from Jupiter's moon Titan.**

**He has been sent on a mission to explore Earth**

**and must report his findings.**

**You...**

**1 - secretly report this information to ground control**

**2 - help it complete it's mission**

2

**Suddenly, your spacecraft's emergency lights turn on. There is something wrong...**

**The being goes to the IT room and fixes the problem. He invites you to his home. He shows you great**

**technological advancements that have yet to be discovered on Earth. He allows you to bring these tremendous finding.**

**You return to Earth as a hero and go down in history for your achievements.**

**The end....**

**Program ended with exit code: 0**