TEXT-BASED GAME

Final project

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# Description

A simple game using C++ language. Mostly using If/else statement and 1 random function. Mostly it’s about riddles and blind-guessing. One of the endings has Russian roulette as final act. This is the ALPHA build, so lots of functions is used as a placeholder until the creator gets new tips and tricks about programming.

# Design

Continued next page

choice

Start the game

Close program

Display credits

credits

options

Input in menu

Menu

End of game

Final sequence

Final sequence

Right answer

Wrong answer

Blind guesssing

riddles

Right answer

Wrong answer

Menu: the start of program, which shows option

Credits: shows credits

Exit: exit program

Start the game: the game is started when user choose to start

Choice: the player chooses which route he takes

Riddles: The player is question a riddle

Blind guessing: the player will play blind guessing

Right answer: the player will proceed

Wrong answer: the player will be thrown back to menu and start over

Final sequence: final round before ending the game

End of game: the end of game and the player can choose return to menu or do it again

# What have I learned

To use char as input for answering multiple choice, and also using random event to create chances. I could’ve used class for the riddles and the doors but couldn’t risk in because limited time and the idea came last second.

# Source code:

#include <iostream>

#include <string>

#include <stdlib.h>

#include <ctime>

using namespace std;

void StartStory();

void StorySection1();

void StorySection2();

void BlueDoor();

void YellowDoor();

void GreenDoor();

void riddlesection();

void lucktest();

int main(){

int option;//menu

do

{

cout << "1. Start"<<endl;//gamestart

cout << "2. Credits"<<endl;

cout << "3. Exit"<<endl;

cout << "Choose an option: ";

cin >> option;

if (option == 1){

system("CLS");

cout << "Welcome to the game"<<endl;

system("pause");

system("CLS");

cout << "All you need to do is choose"<<endl;

system("pause");

system("CLS");

cout << "But remember..."<<endl;

system("pause");

system("CLS");

cout << "Your choices can lead you to your doom"<<endl;

system("pause");

system("CLS");

cout << "So choose carefully" << endl;

system("pause");

system("CLS");

cout << "Enjoy the ride"<<endl;

system("pause");

system("CLS");

cout << "-----------------------------------"<<endl;

system("pause");

StartStory();

}

else if (option == 2){

system("CLS");

cout << "Created by Hanssen"<<endl;

cout << "Story by Hanssen"<<endl;

system("pause");

system("CLS");

}

else if (option == 3){

cout << "Exiting"<<endl;

}

else {

cout << "Please choose a valid option" <<endl;

}

}

while(option !=0);

}

void StartStory()

{

int choice;

cout << "You wake up in a dimly-lit room."<<endl;

system ("pause");

system ("CLS");

cout << "You looked around, wondering how you got here."<<endl;

system ("pause");

system ("CLS");

cout << "You remembered that you came home from work"<<endl;

cout << "and fallen asleep on your bed."<<endl;

system ("pause");

system ("CLS");

StorySection1();

}

void StorySection1()

{

int option1;

cout << "You see a door infront of you"<<endl;

system ("pause");

system ("cls");

cout << "you started to walk towards the door"<<endl;

system("pause");

system("CLS");

cout << "What will you do?"<<endl;

do

{

cout << "1. Open the door"<<endl;

cout << "2. Peek through the keyhole"<<endl;

cout << "3. Don't open the door"<<endl;

cin >> option1;

if(option1 == 1){

system("CLS");

cout << "You opened the door"<<endl;

system("pause");

system("CLS");

StorySection2();

}

else if (option1 == 2){

system("CLS");

cout << "The area seemed safe"<<endl;

system("pause");

system("CLS");

}

else if (option1 == 3){

system("CLS");

cout << "You decided to not opened the door"<<endl;

system("pause");

system("CLS");

cout << "You looked around the room again"<<endl;

system("pause");

system("CLS");

cout << "There's nothing here anymore"<<endl;

system("pause");

system("CLS");

cout << "You approached the door again"<<endl;

}

else {

cout << "It is better to peek first before you open"<<endl;

}

}

while (option1 != 1);

}

void StorySection2(){

int door;

cout << "Beyond the door, there's a stairs going up "<<endl;

system("pause");

system("CLS");

cout << "You climbed the stairs"<<endl;

system("pause");

system("CLS");

cout << "You arrived at a hall with 2 doors" <<endl << "colored blue and Yellow";

system("pause");

system("CLS");

cout << "You heard a voice from the room" << endl;

system("pause");

system("CLS");

cout << "Voice:"<< endl <<"Welcome to my death game! "<<endl;

cout << "You have been chosen as a player"<<endl;

system("pause");

system("CLS");

cout << "Voice: "<<endl<<"All you need to do is to survive every trial that comes to you"<<endl;

system("pause");

system("CLS");

cout << "Voice: "<<endl<<"For this first trial, choose one of these doors"<<endl;

cout << "beyond them is different kinds of trials you will face"<<endl;

system("pause");

system("CLS");

cout << "Voice: "<<endl<<"Choose your door: "<<endl;

cout << "1. Blue door" << endl;

cout << "2. Yellow door" << endl;

cin >> door;

switch(door)

{

case 1: BlueDoor();

break;

case 2: YellowDoor();

break;

default: cout << "Voice: " <<endl << "Choose a door";

}

}

void BlueDoor(){

void riddlesection();

system("CLS");

cout << "Voice: " <<endl << "So you've chosen the blue door?"<<endl << "Interesting choice";

system("pause");

system("CLS");

cout << "Voice: " << endl << "Proceed thorugh the door"<<endl;;

system("pause");

system("CLS");

cout << "You entered the blue door"<<endl;

system("pause");

system("CLS");

cout << "The door just shut behind you, and locking sound is heard"<<endl;

system("pause");

system("CLS");

cout << "Suddenly, a tv turned on and a person with a gas mask is shown"<<endl;

system("pause");

system("CLS");

cout << "Person: " << endl << "This part you will be shown with a series of riddles"<<endl;

system("pause");

system("CLS");

cout << "Person: " << endl << "Answer them wrong, and you die"<<endl;

system("pause");

system("CLS");

cout << "Person: " <<endl << "The riddle will be shown on screen" <<endl;

system("pause");

system("CLS");

riddlesection();

}

void riddlesection(){

void death1();

void riddle2();

char answer;

cout << "You will always find me in the past." <<endl<< "I can be created in the present,"<<endl<< "But the future can never taint me. What am I?"<<endl;

cout << "a. Time"<<endl;

cout << "b. History"<<endl;

cout << "c. Memories"<<endl;

cout << "d. Artifact"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

case 'b': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle2();

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

default: cout << "Choose and answer"<<endl;

}

}

void death1(){

cout << "A gas filled the room"<<endl;

system("pause");

system("CLS");

cout << "You inhaled the gas and"<<endl<<"choked to death";

system("pause");

system("CLS");

cout << "You died"<<endl;

system("pause");

system("cls");

main();

}

void riddle2(){

void riddle3();

char answer;

cout << "What is harder to catch the faster you run?"<<endl;

cout << "a. Your breath"<<endl;

cout << "b. Speeding train"<<endl;

cout << "c. Treadmill"<<endl;

cout << "d. Fleeing animal"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle3();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle3(){

void riddle4();

char answer;

cout << "Wednesday, Tom and Joe went to a restaurant and ate dinner."<<endl<<" When they were done they paid for the food and left. "<<endl;

cout << "But Tom and Joe didn't pay for the food."<<endl<<"Who did?"<<endl;

cout << "a. Some stranger"<<endl;

cout << "b. The Cashier"<<endl;

cout << "c. Wednesday"<<endl;

cout << "d. You"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Correct"<<endl;

system("pause");

system("cls");

riddle4();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle4(){

void riddle5();

char answer;

cout << "What can you catch but not throw?"<<endl;

cout << "a. Heavy rock"<<endl;

cout << "b. Your past"<<endl;

cout << "c. Air"<<endl;

cout << "d. Cold"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle5();

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle5(){

void riddle6();

char answer;

cout << "I go in hard. I come out soft."<<endl<<" You blow me hard. What am I?"<<endl;

cout << "a. Gum"<<endl;

cout << "b. Ball"<<endl;

cout << "c. Mold"<<endl;

cout << "d. Food"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle6();

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1;

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle6(){

void riddle7();

char answer;

cout << "The more you take, the more you leave behind. What am I?"<<endl;

cout << "a. Bottle of water"<<endl;

cout << "b. Sack of potatoes"<<endl;

cout << "c. Footsteps"<<endl;

cout << "d. Eating"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Correct"<<endl;

system("pause");

system("cls");

riddle7();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1;

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle7(){

void riddle8();

char answer;

cout << "Mr. Smith has 4 daughters. Each of his daughters has a brother."<<endl<<" How many children does Mr. Smith have?"<<endl;

cout << "a. 4"<<endl;

cout << "b. 7"<<endl;

cout << "c. 8"<<endl;

cout << "d. 5"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle8();

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle8(){

void riddle9();

char answer;

cout << "I'm tall when I'm young, I'm short when I'm old. What am I?"<<endl;

cout << "a. Old man/lady"<<endl;

cout << "b. Pencil"<<endl;

cout << "c. Building"<<endl;

cout << "d. Tree"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'b': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle9();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

default: cout << "Choose and answer"<<endl;

}

}

void riddle9(){

void riddle10();

char answer;

cout << "A murderer is condemned to death. He has to choose between three rooms."<<endl<< "The first is full of raging fires,"<<endl;

cout << "the second is full of assassins with loaded guns,"<<endl<< "and the third is full of lions that haven't eaten in 3 years."<<endl<<"Which room is safest for him?"<<endl;

cout << "a. No room is safe"<<endl;

cout << "b. First room"<<endl;

cout << "c. Second room"<<endl;

cout << "d. Third room"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Correct" <<endl;

system("pause");

system("cls");

riddle10();

break;

default: cout << "Choose an answer"<<endl;

}

}

void riddle10(){

void FINAL1();

char answer;

cout << "What is the answer of fourth riddle?"<<endl;

cout << "a. Cold"<<endl;

cout << "b. Gum"<<endl;

cout << "c. Wednesday"<<endl;

cout << "d. Footsteps"<<endl;

cout << "Answer: "<<endl;

cin >> answer;

switch (answer)

{

case 'a': cout << "Correct" <<endl;

system("pause");

system("cls");

FINAL1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1;

break;

default: cout << "Choose an answer"<<endl;

}

}

void YellowDoor(){

void lucktest();

system("CLS");

cout << "Voice: " <<endl << "So you've chosen the yellow door?"<<endl << "Interesting choice";

system("pause");

system("CLS");

cout << "Voice: " << endl << "Proceed thorugh the door"<<endl;;

system("pause");

system("CLS");

cout << "You entered the yellow door"<<endl;

system("pause");

system("CLS");

cout << "The room has 4 dours numbered from left to right"<<endl;

system("pause");

system("cls");

cout << "The door just shut behind you, and locking sound is heard"<<endl;

system("pause");

system("CLS");

cout << "Suddenly, a tv turned on and a person with a gas mask is shown"<<endl;

system("pause");

system("CLS");

cout << "Person: " << endl << "This part you will be shown with a series of doorways"<<endl;

system("pause");

system("CLS");

cout << "Person: " << endl << "Choose carefully"<<endl;

system("pause");

system("CLS");

cout << "Person: " <<endl << "Good luck" <<endl;

system("pause");

system("CLS");

lucktest();

}

void lucktest(){

int door;

void deathdoor();

void secondsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: deathdoor();

break;

case 3: deathdoor();

break;

case 4: secondsection();

}

}

void secondsection(){

int door;

void deathdoor();

void thirdsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: thirdsection();

break;

case 3: deathdoor();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void thirdsection(){

int door;

void deathdoor();

void fourthsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: deathdoor();

break;

case 3: fourthsection();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void fourthsection(){

int door;

void deathdoor();

void fifthsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: deathdoor();

break;

case 3: deathdoor();

break;

case 4: fifthsection();

break;

default: cout << "Choose a door"<<endl;

}

}

void fifthsection(){

int door;

void deathdoor();

void sixthsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: sixthsection();

break;

case 2: deathdoor();

break;

case 3: deathdoor();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void sixthsection(){

int door;

void deathdoor();

void seventhsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: seventhsection();

break;

case 2: deathdoor();

break;

case 3: deathdoor();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void seventhsection(){

int door;

void deathdoor();

void eighthsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: eighthsection();

break;

case 3: deathdoor();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void eighthsection(){

int door;

void deathdoor();

void ninthsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: deathdoor();

break;

case 3: deathdoor();

break;

case 4: ninthsection();

break;

default: cout << "Choose a door"<<endl;

}

}

void ninthsection(){

int door;

void deathdoor();

void tenthsection();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: tenthsection();

break;

case 3: deathdoor();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void tenthsection(){

int door;

void deathdoor();

void FINAL2();

cout << "Choose the door"<<endl;

cout << "1, 2, 3 ,4"<<endl;

cin >> door;

switch(door)

{

case 1: deathdoor();

break;

case 2: deathdoor();

break;

case 3: FINAL2();

break;

case 4: deathdoor();

break;

default: cout << "Choose a door"<<endl;

}

}

void deathdoor(){

cout << "You've opened the door"<<endl;

system("pause");

system("cls");

cout << "You see a writing inside: "<<endl;

system("pause");

system("cls");

cout << "WRONG DOOR"<<endl;

system("pause");

system("cls");

cout << "The door exploded"<<endl;

system("pause");

system("cls");

cout << "You died"<<endl;

system("pause");

system("cls");

main();

}

void FINAL1(){

void Ending1();

char answer;

cout << "Person: "<<endl<<"Impressive, most impressive, you cleared them without fail"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"but do you think I will let you get away that easy?"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"I have a last riddle for you"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"If you answer this correctly, I'll let you go"<<endl;

system("pause");

system("cls");

cout << "This thing all things devours: "<<endl;

cout << "Birds, beasts, trees, flowers;"<<endl;

cout << "Gnaws iron, bites steel;"<<endl;

cout << "Grinds hard stones to meal;"<<endl;

cout << "Slays king, ruins town,"<<endl;

cout << "And beats high mountain down."<<endl;

cout << "Answer: "<<endl;

cout << "a. Time"<<endl;

cout << "b. Dragon"<<endl;

cout << "c. Devil"<<endl;

cout << "d. Alien"<<endl;

switch (answer)

{

case 'a': cout << "Correct" <<endl;

system("pause");

system("cls");

Ending1();

break;

case 'b': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1();

break;

case 'c': cout << "Incorrect"<<endl;

system("pause");

system("cls");

death1();

break;

case 'd': cout << "Incorrect" <<endl;

system("pause");

system("cls");

death1;

break;

default: cout << "Choose an answer"<<endl;

}

}

void FINAL2(){

void russianroulette();

cout << "Person: "<<endl<<"Impressive, most impressive, you cleared them without fail"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"but do you think I will let you get away that easy?"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"Let's have a russian roulette"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"It's five out of six loaded"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"If you survive this, I'll let you go"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"take the gun on the middle table there"<<endl;

system("pause");

system("cls");

cout << "With despair, you take the gun and aimed at your head"<<endl;

system("pause");

system("cls");

russianroulette();

}

void russianroulette(){

void Ending2();

bool dead = false;

int slot;

const int BULLET\_POS = 1;

srand(time(0));

while(dead == false)

{

slot = (rand() % 2) + 1;

cin.ignore();

if(BULLET\_POS != slot) //If bullet was not shot.

{

cout << "\*CLICK\*"<<endl;

system("pause");

system("cls");

Ending2();

}

else //If bullet was shot.

{

cout << "BANG!!!"<<endl;

dead = true; //Ends game.

cout << "You died"<<endl;

system("pause");

system("cls");

main();

}

}

}

void Ending1(){

char again;

cout << "Person"<<endl<<"You really are smart"<<endl;

system("pause");

system("cls");

cout << "The wall moved revealling a door with exit sign"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"You may exit through the door"<<endl;

system("pause");

system("cls");

cout << "You opened the door revealing to be forestry"<<endl;

system("pause");

system("cls");

cout << "You escaped"<<endl;

system("pause");

system("cls");

cout << "You've earned an achievement: "<<endl<<"Braniac"<<endl;

system("pause");

system("cls");

cout << "Play again? "<<endl;

cout << "Y/N"<<endl;

cin >> again;

switch (again)

{

case 'y': StartStory();

break;

case 'n': main();

}

}

void Ending2(){

char again;

cout << "Person"<<endl<<"You have some really good luck"<<endl;

system("pause");

system("cls");

cout << "The wall moved revealling a door with exit sign"<<endl;

system("pause");

system("cls");

cout << "Person: "<<endl<<"You may exit through the door"<<endl;

system("pause");

system("cls");

cout << "You opened the door revealing to be forestry"<<endl;

system("pause");

system("cls");

cout << "You escaped"<<endl;

system("pause");

system("cls");

cout << "You've earned an achievement: "<<endl<<"Luckster"<<endl;

system("pause");

system("cls");

cout << "Play again? "<<endl;

cout << "Y/N"<<endl;

cin >> again;

switch (again)

{

case 'y': StartStory();

break;

case 'n': main();

}

}