**A TEXT ADVENTURE GAME USING JAVA**

**SOURCE CODE**

Import java.util.Scanner;

Import java.util.Random;

Public class Main {

Public static int health = 100;

Public static int score = 0;

Public static void main(String[] args) {

System.out.println(“Welcome To The Text Adventure Game!”);

System.out.println(); System.out.println();

startGame();

clear();

}

Public static void confir()

{

Scanner scanner = new Scanner(System.in);

System.out.println(“1. Start The Game”);

System.out.println(“2. End The Game”);

System.out.print(“Enter Your Choice: “);

Int choice = scanner.nextInt();

If(choice == 1)

startGame();

else

{

System.out.println();

System.out.println(“Game Over!”);

System.out.println(“You Health Score: “+ health);

System.out.println(“You Collected Score: “+ score);

}

Pause();

Clear();

}

Public static void startGame() {

Scanner scanner = new Scanner(System.in);

System.out.println(“You Find Youself In A Mysterious Place: “);

System.out.println(“1. Explore The Dark Cave”);

System.out.println(“2. Walk Through The Enchanted Forest”);

System.out.print(“Enter Your Choice: “);

Int choice = scanner.nextInt();

System.out.println();

Clear();

If (choice == 1)

{

exploreCave();

}

Else if (choice == 2)

{

enterForest();

}

Else

{

System.out.println(“Invalid Choice. Game Over!”);

}

Clear();

Scanner.close();

}

Public static void exploreCave() {

System.out.println(“You Enter The Dark Cave And Discover A Treasure Chest!”);

System.out.println(“1. Open The Chest”);

System.out.println(“2. Leave The Cave”);

System.out.print(“Enter Your Choice: “);

Scanner scanner = new Scanner(System.in);

Int choice = scanner.nextInt();

System.out.println(); System.out.println();

If (choice == 1) {

Int z = exploreRandom();

If(z == 0)

{

System.out.println(“A Dragon Comes Out & It Eats You Alive”);

System.out.println(“Sorry! You Died.”);

System.out.println(“You Collected Score: “+ score);

Pause();

}

Else

{

System.out.println(“You Find Out Tresure!”);

Score = score + 20;

System.out.println(“Your Score: “+ score);

System.out.println(“You Are Now Good To Go Ahead”);

Pause();

Clear();

Confir();

}

}

Else if (choice == 2)

{

System.out.println(“You Leave The Cave And Continue Your Adventure.”);

Confir();

}

Else

{

System.out.println(“Invalid Choice. Game Over!”);

}

Scanner.close();

}

Public static int exploreRandom() {

Random rand = new Random();

Int ran = rand.nextInt(2);

Return ran;

}

Public static void enterForest() {

System.out.println(“You Walk Through The Enchanted Forest And Encounter A Dangerous Creature”);

System.out.println(“1. Fight With The Creature”);

System.out.println(“2. Continue Walking”);

System.out.print(“Enter Your Choice: “);

Scanner scanner = new Scanner(System.in);

Int choice = scanner.nextInt();

Clear();

If (choice == 1)

{

Int z = exploreRandom();

If(z == 0)

{

System.out.println(“The Creature Wins & Ate You Alive”);

System.out.println(“Sorry! You Died.”);

System.out.println(“You Collected Score: “+ score);

Pause();

}

Else

{

System.out.println(“You Win The Battle”);

Score = score + 20;

System.out.println(“Your Score: “+ score);

System.out.println(“You Are Now Good To Go Ahead”);

Pause();

Clear();

Confir();

}

}

Else if (choice == 2)

{

System.out.println(“You Continue Walking Through The Forest”);

Confir();

}

Else

{

System.out.println(“Invalid Choice. Game Over!”);

}

Scanner.close();

}

Public static void pause() {

Scanner s = new Scanner(System.in);

s.next();

}

Public static void clear()

{

System.out.print(“\033[H\033[2J”);

System.out.flush();

}

}