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Final design

1. Output Greeting and Prompt user to enter a name: “Greetings, brave adventurer! Before we embark on this thrilling journey, what is your name?"
2. Continue story. Output:

“Ah, [name], a name that echoes with potential! You’ve just stumbled upon a mystical board game, shrouded in mystery and legend. As you rolled the dice, a swirl of magic enveloped you, transporting you to a vibrant jungle teeming with life, danger, and adventure. Though the unknown may seem daunting, remember within this jungle lies the key to your escape—the elusive Master Key."

1. Prompt user for another input: “As you venture deeper into the jungle, you come across a rushing river blocking your path. The water is swift and treacherous. Do you want to build a raft using nearby logs or try to swim across? (Type 'raft' or 'swim')"
2. If decision = “raft”:
   1. Output “You gather logs and vines to construct a makeshift raft. Carefully, you push it into the water and climb aboard. As you float down the river, the current is strong, but you manage to navigate through the rapids! You arrive safely on the other side, but you’ll need to be cautious moving forward.”

Else, if decision = “swim”:

1. Output “You take a deep breath and plunge into the river. The water is cold and the current pulls at you fiercely. You swim with all your might, but it’s a struggle!"
2. Prompt user to enter a confidence level to determine how well you manage. (Enter a float between 0.1 and 10.0)
   1. If confidence < 4.0:
      1. Output: “You did not have the enough confidence and drowned. Game over. Try again.”
      2. Exit
   2. If confidence >= 4.0 and <= 10:
      1. Output: “You swim skillfully and reach the other side with ease! Energized.”
   3. Else if confidence > 10.0:
      1. Output: "You did not have the right confidence and drowned. Try again”
      2. Exit
   4. Otherwise:
      1. Output: “Invalid output. Game over. Try again”

Otherwise:

1. Output: “That is not a valid answer. You are stuck in the jungle forever. Game over. Try again.”
2. Exit
3. Prompt user to make another decision: "Now, before you is a mysterious cave and an ancient temple covered in vines. Do you want to explore the cave or enter the temple? (Type 'cave' or 'temple')"
4. If user enters “cave”:
   1. Output: “You cautiously approach the cave entrance. Inside, you find a hidden treasure! But be careful, there are dangers ahead. How many steps will you take to avoid traps? (Enter a number)"
      1. If steps < 5 or < 0:
         * 1. Output: "You stumble over a hidden trap and fall! You are stuck in the jungle forever. Game over. Try again."
           2. Exit
      2. If steps >= 5 and <= 10:
         * 1. Output: "You skillfully navigate through the cave and avoid the traps! You find the Master Key! Congratulations, [name]!"
      3. If steps > 10:
         * 1. Output: "You rush through the cave confidently, but you trigger a cave-in! You barely make it out and you are stuck in the jungle forever. Game over. Try again.
           2. Exit
5. If user enters “temple”:
   1. Output “You push aside the vines and enter the ancient temple. Inside, the air is thick with mystery. You see a large stone door with a riddle inscribed on it: 'What has keys but can't open locks?' (Type your answer)”
      1. If riddle answer = “piano”:
         * 1. Output: “The door creaks open, revealing a chamber filled with artifacts! Among them, you find the Master Key! Congratulations, [name]!
      2. If riddle answer is NOT = “piano”:
         * 1. Output: “The door does not budge. You hear the sound of footsteps approaching! Do you want to hide or try to solve the riddle again? (Type 'hide' or 'solve')"

If answer = “hide”:

Output: “You are found, and you are captured. You are stuck in the jungle forever. Game over. Try again.”

Exit

Else if answer = “solve”:

Output: "You take a moment and realize the answer is 'piano.' The door opens, revealing the Master Key!"

Otherwise:

Output:” You are captured, and you are stuck in the jungle forever. Game over. Try again.”

1. Otherwise:
   1. Output: “Invalid input. You are captured, and you are stuck in the jungle forever. Game over. Try again.”
2. Output End game message: “Well-done [name]! You have successfully navigated the jungle and found the Master Key. You can now escape this magical realm!”