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/*
 * dungeon.c
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 *
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 * dungeon.c: a simple maze game
 */
#include <stdio.h>
/* Define constants */
int
main (void)
{
    /********/
    /* Declare variables */
    /********/
    int flag_play; /* indicates whether to play the game again */
    int room; /* indicates current room */
    int key; /* indicates whether key is found */
    int choice;
    flag_play = 1;
    while ( flag_play == 1 )
    {
        /********/
        /* Play a game */
        /********/
        key = 0;
        room = 0;
        while ( room < 3 || room == 5) /* Explore the maze */
        {
            if ( room == 0 )
            {
                printf("You wake in a dungeon, chained to the wall!\n");
                printf("The chains are rusty, and you manage to break\n");
                printf("free.\n");
                printf("You search the room carefully, ");
                printf("and you discover three hidden exits;\n");
                printf("a tunnel under a large flagstone, ");
                printf("an air vent large enough to crawl through,\n");
                printf("and a ledge that you could probably reach ");
                printf("if you stacked a few nearby stones.\n");
                printf("Which exit do you wish to explore?\n");
            }
        }
    }
}

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    printf("Enter 0 for flagstone, 1 for air vent, or 2 for ledge.
    ");
    scanf("%d", &choice);
    if ( choice == 0 ) { room = 3; }
    if ( choice == 1 ) { room = 1; }
    if ( choice == 2 ) { room = 5; }
}
else if ( room == 1 )
{
    printf("You emerge in what appears to be a large cavern.\n");
    printf("A bat brushes your head as it flies past.\n");
    printf("Groping around in the darkness, you discover a ");
    printf("crawlway and a fissure you think you can fit through.
    ");
    printf("There also seems to be an opening behind a large ");
    printf("stalagmite.\n");
    printf("Which exit do you wish to explore?\n");
    printf("Enter 0 for crawlway, 1 for fissure, or 2 for behind
    ");
    printf("stalagmite. ");
    scanf("%d", &choice);
    if ( choice == 0 )
    {
        if (!key)
        {
            printf("A locked door stopped you from moving
            forward.");
            room = 1;
        } else
        {
            room = 2;
        }
    }
    if ( choice == 1 ) {
        if (!key)
        {
            printf("A locked door stopped you from moving
            forward.");
            room = 1;
        } else
        {
            room = 3;
        }
    }
    if ( choice == 2 )
    {
        if (!key)
        {
            printf("You found a shiny key on the floor.");
            key = 1;
        }
    }
}

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        room = 1;
    }
}
else if ( room == 2 )
{
    printf("The passage expands into a small cave with an ");
    printf("underground waterfall.\n");
    printf("The passage continues on, but you feel another passage
    ");
    printf("behind the waterfall.\n");
    printf("Enter 0 for behind waterfall, or 1 for continue ");
    printf("along passage. ");
    scanf("%d", &choice);
    if ( choice == 0 ) { room = 1; }
    if ( choice == 1 ) { room = 4; }
}
else if (room == 5)
{
    printf("The ledge leads to a junction with three passages. ");
    printf("The first is a narrow opening that you can barely\n");
    printf("squeeze through, the second is caked in some sort of
    ");
    printf("yellow ooze, but seems shallow enough to cross, \n");
    printf("and the third is pitch black, but you can hear the ");
    printf("faint flow of running water.\n");
    printf("Enter 0 to turn back, 1 for the first passage, 2 for
    ");
    printf(" the second, and 3 for the third. ");
    scanf("%d", &choice);
    switch(choice)
    {

        case 0:
            room = 0;
            break;
        case 1:
            room=3;
            break;
        case 2:
            room=1;
            break;
        case 3:
            room = 2;
            break;
        default:
            break;
    }

}

}
printf("\n");
}

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/* End of game conditions */
if ( room == 3 )
{
    printf("You feel the passage widening and a draft of fresh
        air.\n");
    printf("On your next step, you fall into a deep pit and die.\n");
}
if ( room == 4 )
{
    printf("You see a light in the distance and climb toward it.\n");
    printf("You emerge on the surface in a beautiful forest.\n");
    printf("You have successfully escaped; you are free!\n");
}
printf("\n");
printf("\nWould you like to play again? Enter 1 for yes, 0 for no. ");
scanf("%d", &flag_play);
printf("\n");
}
return 0;
}

```