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1  /*
2  * Programmer: Chad Philip Johnson
3  * Date Created: Thursday, November 06th, 2012
4  * Date of Last Modification: Tuesday, December 11th, 2012
5  *
6  * Description:
7  * MyGame.class provides a framework for an instance of Game.class to be started,
8  * which contains the program's main subroutines. MyGame.class depends on
9  * Game.class for necessary program subroutines, CinReader.class to handle user
10 * input, and Storage.class to load save files.
11 */
12
13 import java.util.*;
14
15 /**
16 * MyGame.class provides a framework for an instance of Game.class to be started,
17 * which contains the program's main subroutines. MyGame.class depends on
18 * Game.class for necessary program subroutines, CinReader.class to handle user
19 * input, and Storage.class to load save files.
20 *
21 * @author Chad Philip Johnson
22 * @version 1.0
23 */
24
25 public class MyGame {
26
27     /**
28     * Run the program
29     */
30
31     public static void main( String[] args )    {
32
33         CinReader driverKeyboard    = new CinReader();
34
35         Game someGame                = null;
36
37         char chrUserInput;
38
39         System.out.print    ( "\n\n\n\nWelcome to TextDungeon!\n" );
40
41         while( true )    {
42
43             System.out.print    ( "\nWould you like to start a (N)ew game, (L)oad a previous game, or (Q)uit? " );
44             // Convert character input first to string, then to lowercase and back to character.
45             // Ensures that only lower case characters are evaluated, regardless of whether the user typed upper or lower case.
46             chrUserInput    = String.valueOf( driverKeyboard.readChar() ).toLowerCase().charAt( 0 );
47
48             switch( chrUserInput )    {
49
50                 // New game

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51     case 'n':
52         String strPlayerName;
53         while( true ) {
54
55             System.out.print ( "\nHello adventurer! What is your name?\n" );
56             System.out.print ( "(your name must be between 4 and 16 characters/numbers in length)\n" );
57             strPlayerName = driverKeyboard.readString();
58
59             // Restrict name length from 4 to 16 characters
60             if( ( strPlayerName.length() < 4 ) || ( strPlayerName.length() > 16 ) ) {
61
62                 System.out.print ( "\nYour name must be between 4 and 16 characters/numbers in length.\n" );
63                 System.out.print( "Press enter to continue..." );
64                 driverKeyboard.readString();
65                 continue;
66
67             }
68
69             System.out.print ( "\nYou have chosen the name of '" + strPlayerName + "'.\n" );
70             System.out.print ( "Would you like to keep this name? (y/n) " );
71             chrUserInput = String.valueOf( driverKeyboard.readChar() ).toLowerCase().charAt( 0 );
72
73             if( chrUserInput == 'y' ) {
74
75                 someGame = new Game( new Player( strPlayerName ) );
76
77                 System.out.print ( "\nWelcome to TextDungeon '" + strPlayerName + "'. Time to start exploring!\n"
78                     );
79
80                 System.out.print( "Press enter to continue..." );
81                 driverKeyboard.readString();
82                 break;
83
84             }
85
86         }
87         break;
88
89     // Load game
90     case 'l':
91         System.out.print ( "\nYou have chosen to load a previous game.\n" );
92         System.out.print ( "What is the name of the file you would like to load?\n" );
93         someGame = Storage.loadGame( driverKeyboard.readString() );
94         System.out.print( "Press enter to continue..." );
95         driverKeyboard.readString();
96         break;
97
98     // Quit game
99     case 'q':
100         break;

```

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100
101     // Incorrect entries cause the loop to begin again
102     default:
103         System.out.print ( "You entered '" + chrUserInput + "' which is not a valid option.\n\n" );
104         System.out.print( "Press enter to continue..." );
105         driverKeyboard.readString();
106         continue;
107
108     }
109
110     break;
111
112 }
113
114 // Start game when user does not quit game
115 if( chrUserInput != 'q' ) { someGame.go(); }
116
117 return;
118
119 }
120
121 }
```