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Thread: [\[Base\]Text Adventure\[Base\]](#)

Howard Stark - September 30, 2012, 7:27 pm

Hey guys!

I got bored and made a base for a text adventure! You can show all your friends how awesome you are and stuff like that!

The code:Spoiler [\(Click to View\)](#)Code import java.awt.GridBagConstraints;
import java.awt.GridBagLayout;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.JFrame;
import javax.swing.JPanel;
import javax.swing.JScrollPane;
import javax.swing.JTextArea;
import javax.swing.JTextField;
import java.util.HashMap;

```
@SuppressWarnings({ "serial" })  
public class Slenderman extends JPanel implements ActionListener {  
    /** Text fields  
     * JTextField is for input  
     * JTextArea is for output  
     */  
    protected JTextField textField;  
    public JTextArea textArea;
```

```
    /** Newline  
     * This is for newline  
     */  
    private final static String newline = "\n";
```

```
    /** Command Stuff  
     * For command storage etc.  
     */  
    HashMap commandMap = new HashMap();
```

```
    public String text;  
  
    public TextGame() {  
        super(new GridBagLayout());  
        textField = new JTextField(20);  
        textField.addActionListener(this);  
        textArea = new JTextArea(5, 20);  
        textArea.setEditable(false);  
        JScrollPane scrollPane = new JScrollPane(textArea);  
        GridBagConstraints c = new GridBagConstraints();
```

```

c.gridwidth = GridBagConstraints.REMAINDER;
c.fill = GridBagConstraints.HORIZONTAL;
add(textField, c);
c.fill = GridBagConstraints.BOTH;
c.weightx = 1.0;
c.weighty = 1.0;
add(scrollPane, c);
}

/** ActionPerformed
*/
public void actionPerformed(ActionEvent evt) {
    text = textField.getText();
    commandList();
    if (commandMap.get(text) == null) {
        errorCode();
    } else {
        textArea.append(commandMap.get(text) + newline);
    }
    textField.selectAll();
    textArea.setCaretPosition(textArea.getDocument().getLength());
}

/** CommandList/adding
 * Syntax: commandMap.put(The question/command you want, the answer it gives);
 */
public void commandList(){

}

public void errorCode(){
    textArea.append("Cant do that. Try something else." + newline);
}

/** Shows Gui
 * Create the GUI and show it. For thread safety,
 * this method should be invoked from the
 * event dispatch thread.
 */

private static void createAndShowGUI() {

    JFrame frame = new JFrame("Text Game");
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.add(new TextGame());

    frame.pack();

    frame.setVisible(true);

}

public static void main(String[] args) {

```

```
javax.swing.SwingUtilities.invokeLater(new Runnable() {  
    public void run() {  
        createAndShowGUI();  
    }  
});  
}
```

Spacing got messed up. All you need to edit is the commandList and the syntax for adding new commands is described above. Enjoy!