Project 1: Mad Libs

Using Python students will use variables, input and printing to create a madlib. They will also practice designing a project by planning out their madlib before implementing it.

# Overview

Madlibs are a fun way to tell a story. The story is pre-written except for a few words. The user fills in the words before seeing the story. Then the story is read off with the words given.

# Details

## Behavior

* When the program is run the program will introduce the title of the madlibs, as well as an intro to the game.
* Next, the program should prompt the user to enter in nouns, verbs, adjectives, proper nouns, and adverbs
* After all words are received, program should print out the story

## Implementation Details

As mentioned above the program must request words from the user. The following must be included in the program:

* 10 different words inputted
* variable names should correspond to the part of speech requested
* only 2 print statement

# Grading

## Scheme/ Rubric

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| --- | --- |
| **Functional Correctness (Behavior)** |  |
| Program Greets User and explains rules | 2 points |
| Program accurately requests 10 words (1 for word, 1 for correct request) | 20 points |
| Program prints full madlib | 10 points |
| Program Exhibits Creativity | 3 |
| **Total** | **25** |
| **Technical Correctness (Implementation)** |  |
| Program utilizes variable names to convey meaning | 5 points |
| Correct order of inputted words | 10 points |
| Only 2 print statements | 10 points |
| **Total** | **25** |
| **Project Total** | **50** |