https://github.com/BepBop/Python3-Tkinter-RandomStoryGenerator

PROJECT REPORT

APPENDIX 1

STORY GENERATOR

END TERM REPORT

by

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November, 2020

APPENDIX 2

Student Declaration

This is to declare that this report has been written by me. No part of the report is copied from other sources. All information included from other sources have been duly acknowledged. I aver that if any part of the report is found to be copied, I shall take full responsibility for it.

Signature: Gyan Anjay
Name: Gyan Anjay
Roll Number: B57

Place: LPU
Date: 31st Saturday 2020

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BONAFIDE CERTIFICATE

Certified that this project report “Story Generator” is the bonafide work of “Gyan Anjay” who carried out the project work under my supervision.

<<Signature of the Supervisor>>(Due to Covid 19, signature is exempted)

<<Name of supervisor>>

<<Academic Designation>>

<<ID of Supervisor>>

<<Department of Supervisor>>

INTRODUCTION

Background:

We are given an Academic Task to show off and practice what we have learned in Python.
Its uses random function of Python3 to choose a random element of array or a dictionary to generate a story.

Motivation:

Motivation for this project is its real world usage. Story generator can easily be used to create a number of fun stories for small childrens. Moreover it is a fun exercise for people who are interested in writing stories and finding how generic or overlapping plot elements can be.

The usage of tkinter to draw UI is a huge leap from command line and adds a layer of accessibility to users from different walks of life and age.

Secondly, the usage of ML: Open AI GPT-2 is another opportunity to experiment Booste implemented ML models to generate next prediction into a rough story sketch

Outcome:

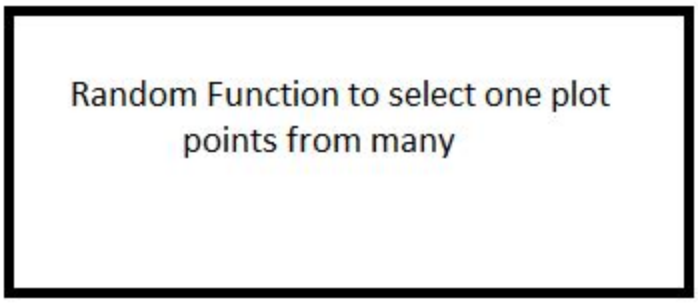
The outcome of this project is two story models, one using a human made model of arrays and a random function to generate a story using one or two inputs given by users outputted in an attractive GUI.

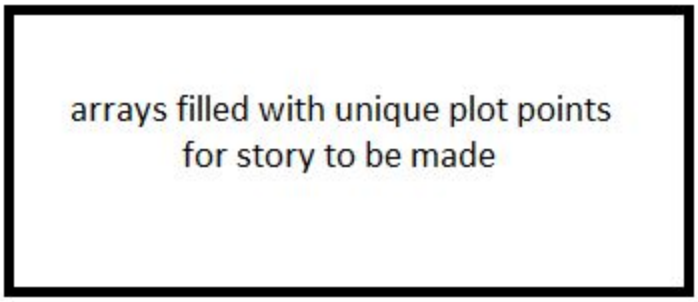
The second one is based on use of the next word prediction ML model implemented by booste using Open AI GPT-2. It's a fun way to experiment with ML in a small way in this project.

Goals and Objective:

My goal and objective with this project is to create a random story generator which repeats the output or the story as little as possible! also, an exploration of the GPT-2.

Description of Story Generator

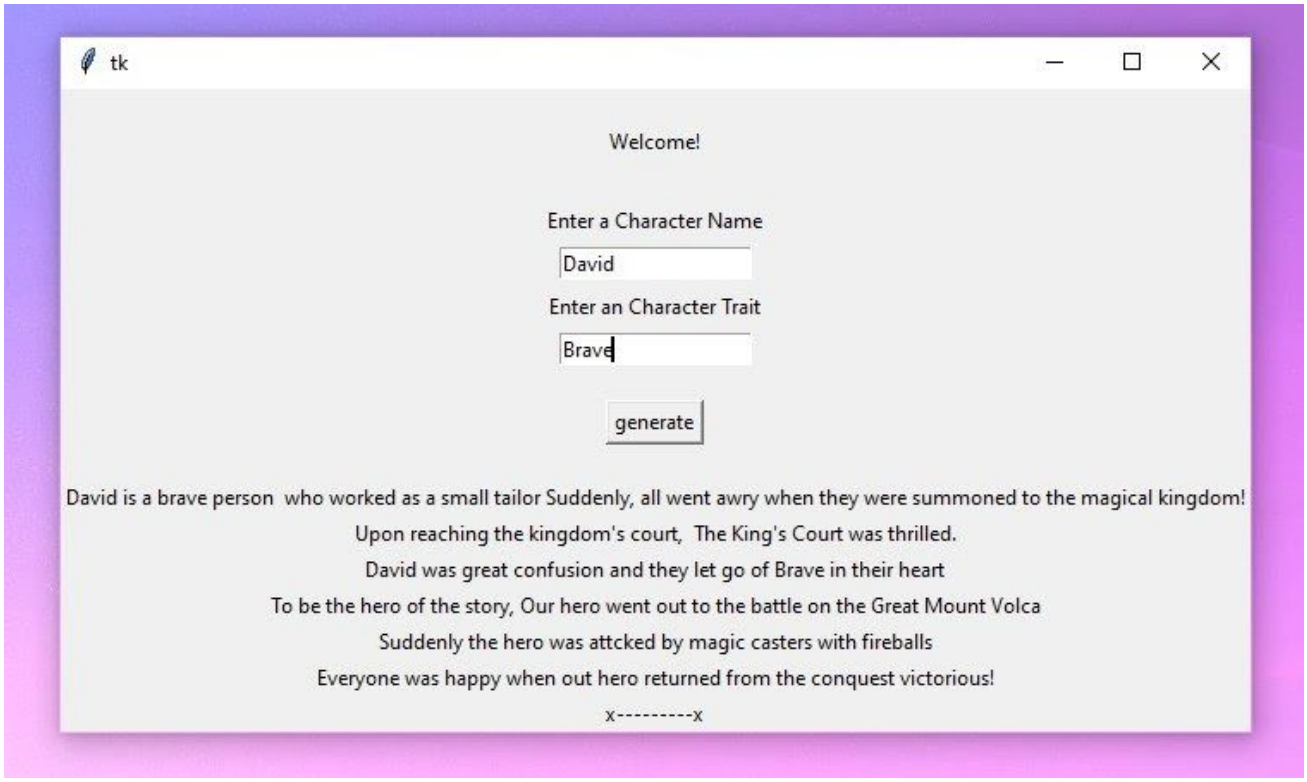




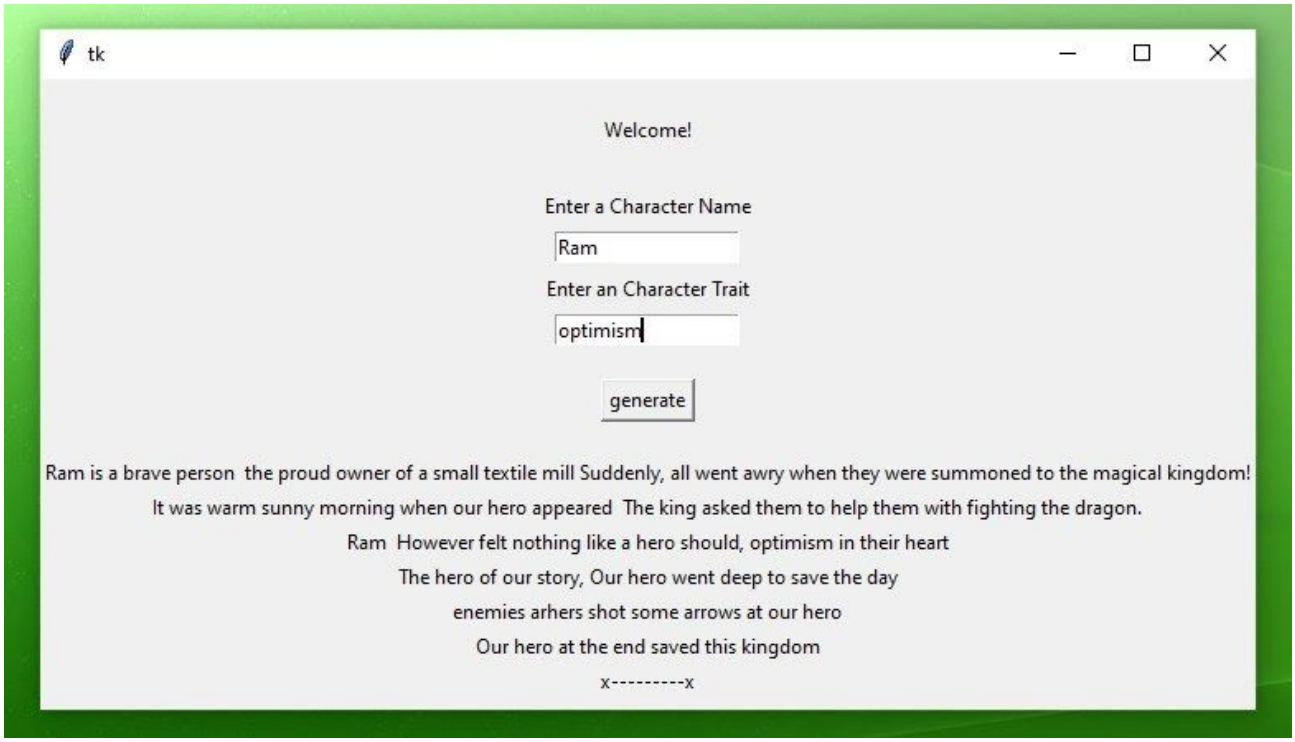
Random Function:
Using random.radint to generate a number which in turn is used by array and dictionary to output a unique story plot using tkinter.

Arrays:
Array is used to store unique plot points which is used with user inputted names and trait via tkinter input box to output a good story again using tkinter.

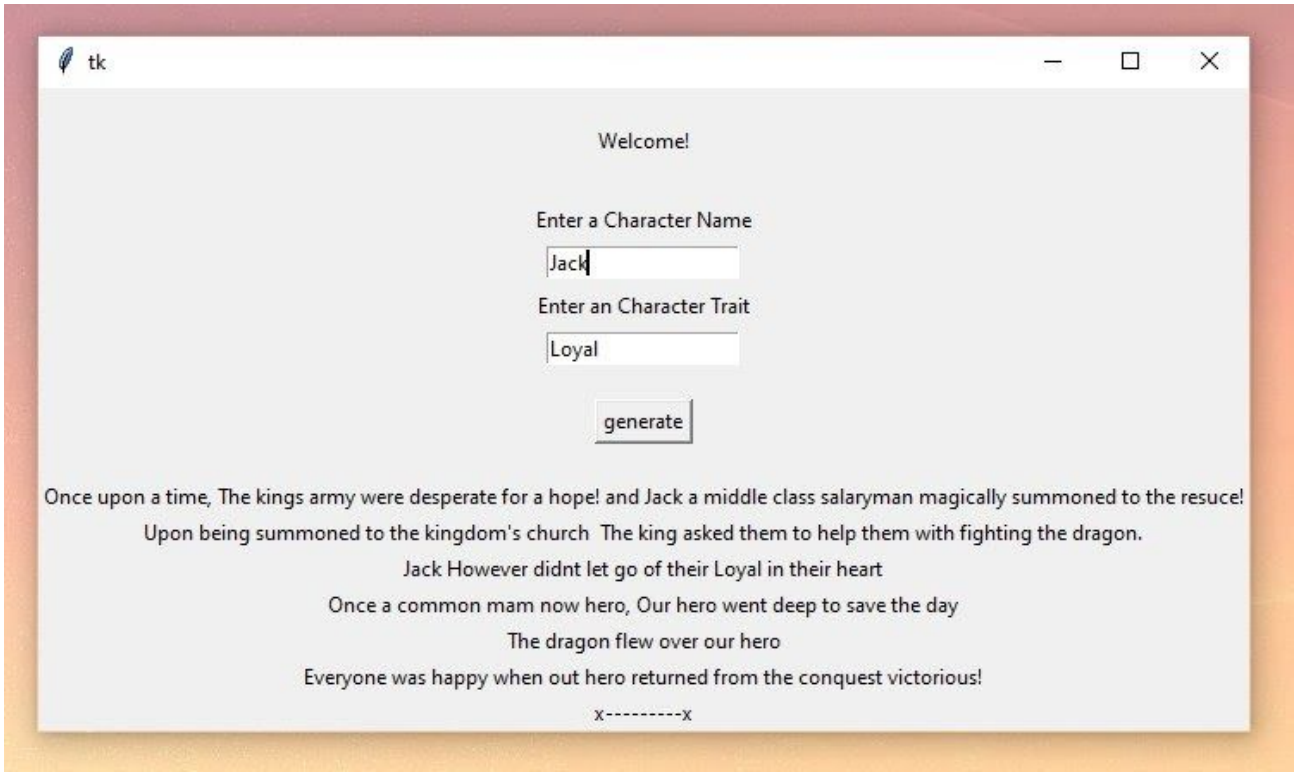
Tkinter:
Tkinter is used to draw an attractive GUI and take input from the user and at the end draw an output on the screen.



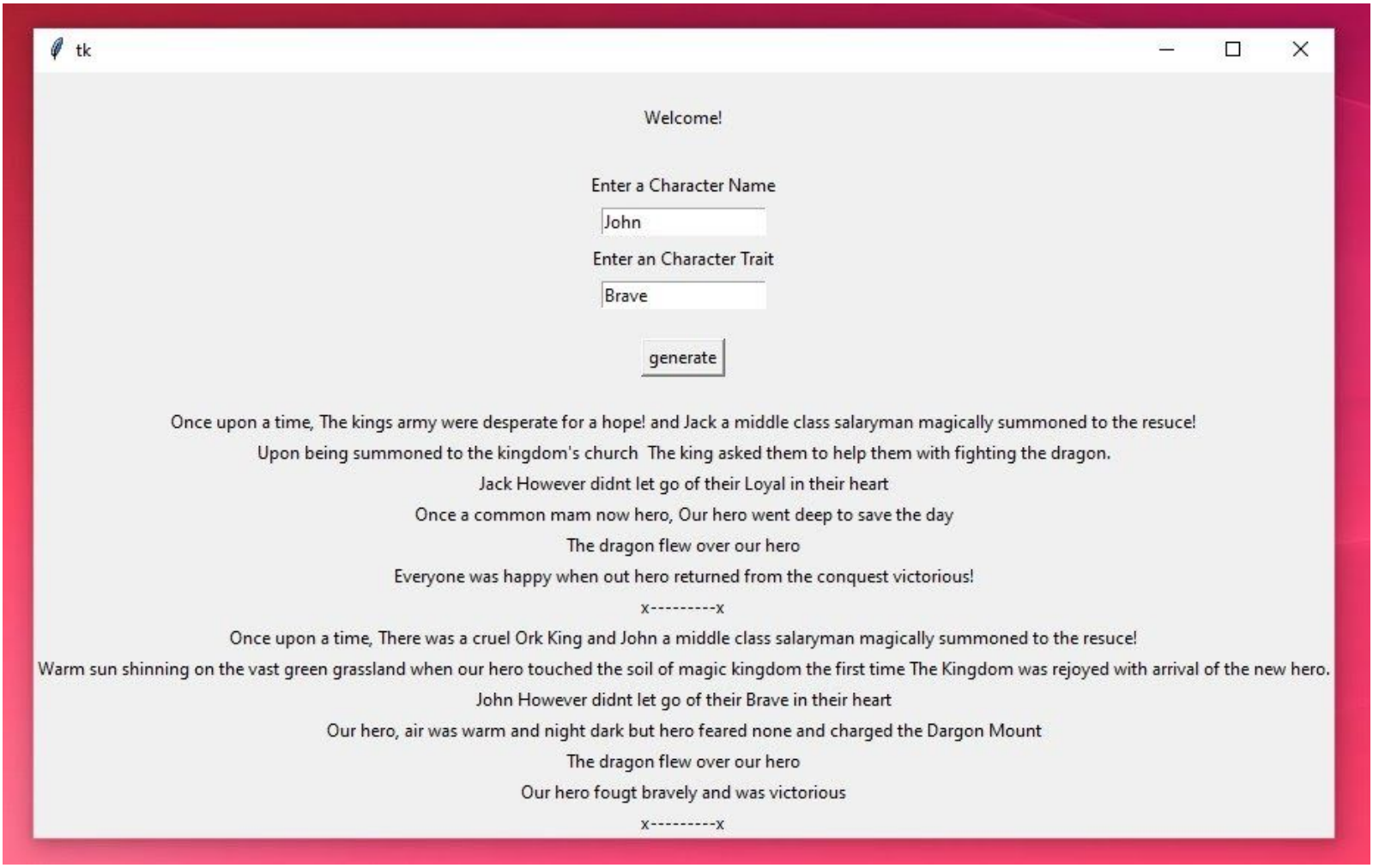
Implementation- Picture1



Primary Implementation- Picture2

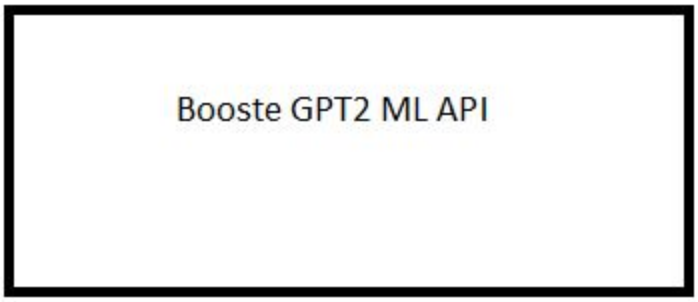


Primary Implementation- Picture3

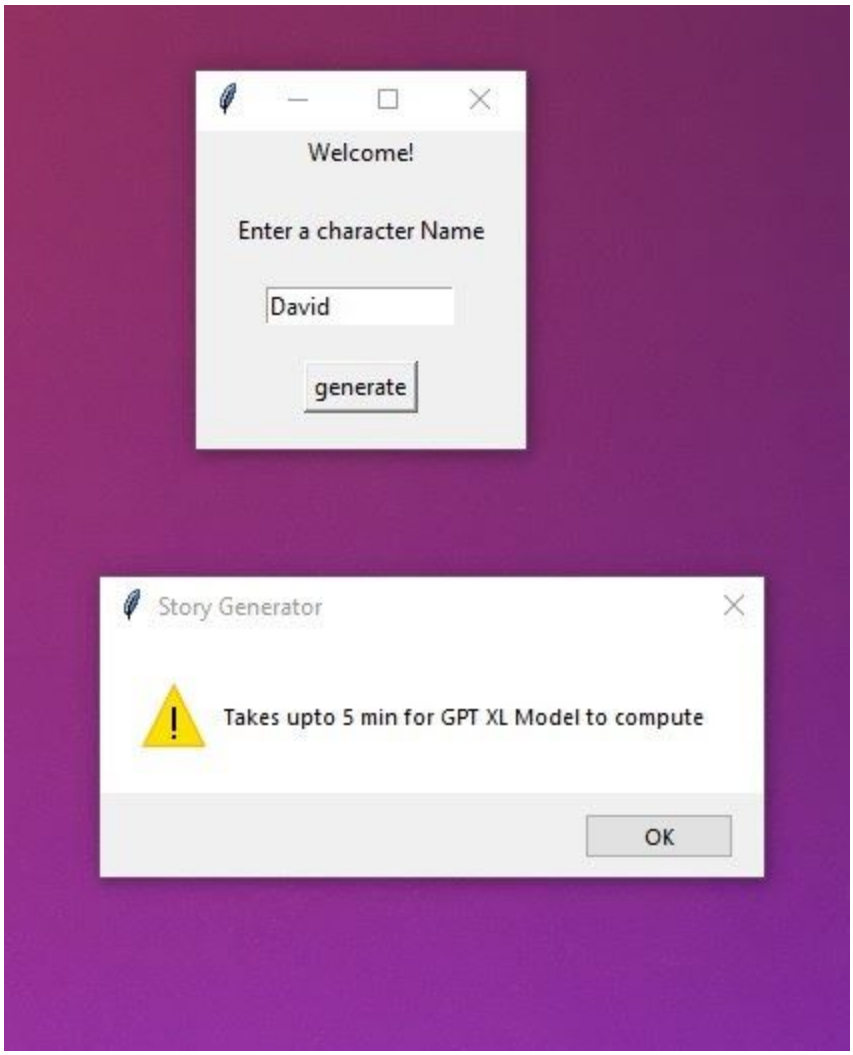


Primary Implementation- Picture4

Secondary Implementation with ML GPT-2



Additional Detail:
ML is used in another implementation of this project that's based on GPT-2 made by Open AI implemented by Booste



Secondary Implementation- Picture1 and Picture 2

Secondary Implementation- Picture3

Module Implementation

Primary Implementation is all done by me

Secondary implementation is done with the help of Booste API

https://www.booste.io/pretrained-models/python3

Has to install booste using pip3 and maintain active internet connection before use

Technologies Used

Python3: Tkinter Random radint Array Dictionary
Booste API
Internet

SWOT Analysis

Strengths: Cheap, Easier to implement, Fast, Easier to customize, Simple and Attractive GUI

Weakness: Very limited in use, Limited output, Requires Python3 installed, Requires pip3 and Booste installed

Opportunity: Can be very successful as project for kids to experiment, Can be used to plot stories, Can be easily customized, Help parents to tell small stories to their children

Threats: A good ML approach, Bigger and richer story databases, disinterest in the program, disinterest in reading stories, Too many dependency