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| Blue Husky Programming |
| Wulfkonto Concept Document |
| The high-abstraction description of how Wulfkonto is to be programmed |

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# High-Level Concept

A program that invents stories.

# Generating Stories

## Step 1: setting up the program (before compilation)

Have a dictionary of words and their parts of speech, as well as several synonyms.

## Step 2: setting up the characters

Have a set of characters with several mental and physical traits.

## Step 3: setting up the story

Have a plot, or overarching scenario, where there is a starting point and a vastly different ending point. The user might specify how many chapters there should be in the resulting book, or how many books in the saga. If so, the grand plot should span the whole story, and each book or chapter should have its own subplot that fits within the grand plot.

## Step 4: starting the story

Create two much simpler scenarios which fit within the previously-given plot

## Step 5: working through a simple scenario

Knowing the characters and current scenario (which may involve all, or any subset, of the characters), conceptualize a set of steps through which two or more characters in the first simple scenario might arrive to the next

## Step 6

Create rudimentary sentences through a process like this:

1. **Start**: “{subject} {predicate} {object}{punc}”
2. **Specify**: “{subject: character} {predicate: motion} {object: character}{punc: .}”
3. **Specify**: “{subject: character: Kyli} {predicate: motion: move to} {object: character: Lynn}{punc: .}”
4. **Solidify**: “Kyli {predicate: motion: move to} {object: character: Lynn}.”
5. **Abstract**: “Kyli {predicate: motion: move to} {object: character: Lynn: reference}.”
6. **Abstract**: “Kyli {predicate: motion: move to} {object: character: Lynn: reference: the other girl}.”
7. **Solidify**: “Kyli {predicate: motion: move to} the other girl.”
8. **Synonymize**: “Kyli {predicate: motion: move to: synonym: walked toward} the other girl.”
9. **Solidify**: “Kyli walked toward the other girl.”

Make sure to save all the route traces, so exactly what is happening is always known. Also note that the given starting sentence is not the only possible starting sentence. For instance, a question might be “{predicate} {subject} {adverb}?”, and an explanation might be “{”

## Step 7

Repeat step 6 and concatenate all these sentences together into one or more paragraphs, until the starting and ending simple scenarios have been bridged.

## Step 8

Repeat steps 6 through 7 until the end scenario to the subplot of a chapter has been met, or, if the user has not specified such subplots, until enough simple scenarios have been constructed that the first starting one and the last ending one are different enough to merit a new chapter.

Name the chapter based on the summary of differences between the first and last simple scenarios. Begin a new chapter.

## Step 9

Repeat steps 6 through 8 until the grand end scenario to the overarching plot has been met, or, if the user specified multiple books to be written, until the end scenario to the subplot of a book has been met, or, if the user has not specified such subplots, until the starting and ending scenarios are different enough to merit a new book.

Name the book based on the summary of differences between the first and last simple scenarios. If the user specified only a single book to be written, then end here. Else, begin a new book.

## Step 10 (only if there is more than 1 book)

Repeat steps 6 through 9 until the grand end scenario to the overarching plot has been met.

# Interface

A clean and efficient interface is key to gaining many users quickly

Any and all user input should be optional.

# Preferences

Aim for few preferences that easily give the user powerful customizability