



PYTHON PROGRAMMING PROJECT


INTERACTIVE STORY BOOK APPLICATION FOR KIDS

DETAILS

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- DEPARTMENT. : ELECTRONIC AND COMMUNICATION ENGINEERING
- PROJECT TITLE. : INTERACTIVE STORY BOOK APPLICATION FOR KIDS



OBJECTIVE.

1. THE POWER OF INTERACTIVE STORY
 2. CREATING IMMERSIVE STORY WORLDS
 3. FOSTERING CREATIVITY AND IMAGINATION
 4. INTERACTIVE LEARNING AND DEVELOPMENT
 5. UNLOCKING BOUNDLESS IMAGINATION
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INTRODUCTION

- IN TODAY DIGITAL WORLD, ENGAGING CHILDREN IN LEARNING CAN BE CHALLENGE AND CRUCIAL
- THESE APPLICATION COMBINE THE MAGIC OF STORY TELLING WITH ANIMATION, GAMES AND VOICE NARRATION
- IN THIS PRESENTATION ,WE WILL EXPLORE THE WORLD INTERACTIVE STORY BOOK APPLICATION DESIGNED SPECIFICALLY FOR KIDS

TECHNOLOGY USED

MOBILE PLATFORM

- INTERACTIVE STORY BOOK APPLICATION ARE PRIMARILY DEVELOPED MOBILE PLATFORM SUCH AS IOS AND ANDROID
- **INTERACTIVE ELEMENTS**
- TOUCH SENSITIVE SCREEN ENABLE CHILDREN TO INTERACT WITH THE STORY BOOK CONTENT THROUGH TAPES, SWIPES, GESTURES.

PROGRAM

```
1 import random
2
3 # Define the characters, locations, and items
4 characters = ["Alice", "Bob", "Charlie", "Emily", "Liam"]
5 locations = ["the forest", "the park", "the beach", "the castle", "the city"]
6 items = ["a book", "a ball", "a toy", "a magic wand", "a treasure map"]
7
8 # Initialize variables
9 character = random.choice(characters)
10 location = random.choice(locations)
11 item = random.choice(items)
12 story = ""
13
14 # Define individual stories for each character
15 stories = {
16     "Alice": [
17         "Alice walked into the forest, searching for a hidden treasure.",
18         "She found a map that led her to a secret cave.",
19         "Inside the cave, she found a chest filled with gold coins.",
20         "Alice was overjoyed and decided to share her treasure with her friends."
21     ],
22     "Bob": [
23         "Bob went to the park to play with his friends.",
24         "They found a lost puppy and decided to help it find its way home.",
25         "After a long search, they finally found the puppy's home and were rewarded with a big hug.",
26         "Bob and his friends felt happy knowing they had helped someone in need."
27     ],
28     "Charlie": [
29         "Charlie went to the beach to build a sandcastle.",
30         "He built a magnificent castle with towers and a moat.",
31         "Just as he was finishing, a strong wind
```

```
20         "Bob and his friends felt happy knowing they had helped someone in need."
27     ],
28     "Charlie": [
29         "Charlie went to the beach to build a sandcastle.",
30         "He built a magnificent castle with towers and a moat.",
31         "Just as he was finishing, a strong wind came and destroyed his castle.",
32         "Charlie was sad, but he decided to build an even better castle the next day."
33     ],
34     "Emily": [
35         "Emily discovered a magic wand in the castle garden.",
36         "With the wand, she was able to make her dreams come true.",
37         "She used the wand to turn her toys into real-life friends.",
38         "Emily and her new friends went on exciting adventures together."
39     ],
40     "Liam": [
41         "Liam found a treasure map in the city library.",
42         "He followed the map and discovered a hidden pirate ship.",
43         "Inside the ship, he found a chest filled with gold and jewels.",
44         "Liam shared his treasure with the other children in the city."
45     ]
46 }
47
48 # Function to update the story
49 def update_story(choice):
50     global character, location, item, story
51     if choice == 1:
52         location = random.choice(locations)
53     elif choice == 2:
54         item = random.choice(items)
55     elif choice == 3:
56         character = input("Enter a character name: ")
```

```
49 def update_story(choice):
50     global character, location, item, story
51     if choice == 1:
52         location = random.choice(locations)
53     elif choice == 2:
54         item = random.choice(items)
55     elif choice == 3:
56         character = input("Enter a character name: ")
57     if character in stories:
58         story = ""
59         story += stories[character][0].replace("walked into the", location) + "\n"
60         story += stories[character][1].replace("a map that led her to", item) + "\n"
61         story += stories[character][2].replace("a chest filled with", item) + "\n"
62         story += stories[character][3].replace("decided to share her treasure with", item) + "\n"
63         print(story + "\n")
64     else:
65         print("Invalid character. Please try again.")
66
67 # Main loop
68 while True:
69     print("Choose an option:")
70     print("1. Go to a different location")
71     print("2. Use a different item")
72     print("3. Enter a character name")
73     print("4. Exit")
74     choice = int(input("Enter your choice: "))
75     if choice == 1:
76         update_story(1)
77     elif choice == 2:
78         update_story(2)
79     elif choice == 3:
80         update_story(3)
81     elif choice == 4:
82         print("Exiting...")
83         break
84     else:
85         print("Invalid choice. Please try again.")
```


OUTPUT

```
Choose an option:
1. Go to a different location
2. Use a different item
3. Enter a character name
4. Exit
Enter your choice: 3
Enter a character name: Alice
Alice the park forest, searching for a hidden
treasure.
She found a book a secret cave.
Inside the cave, she found a book gold coins.
Alice was overjoyed and a book her friends.

Choose an option:
1. Go to a different location
2. Use a different item
3. Enter a character name
4. Exit
Enter your choice: 3
Enter a character name: Bob
Bob went to the park to play with his friends.
They found a lost puppy and decided to help it find
its way home.
After a long search, they finally found the puppy's
home and were rewarded with a big hug.
Bob and his friends felt happy knowing they had
helped someone in need.
```

```
Choose an option:
1. Go to a different location
2. Use a different item
3. Enter a character name
4. Exit
Enter your choice: 3
Enter a character name: Charlie
Charlie went to the beach to build a sandcastle.
He built a magnificent castle with towers and a moat.
Just as he was finishing, a strong wind came and
destroyed his castle.
Charlie was sad, but he decided to build an even
better castle the next day.

Choose an option:
1. Go to a different location
2. Use a different item
3. Enter a character name
4. Exit
Enter your choice: 4
Exiting...

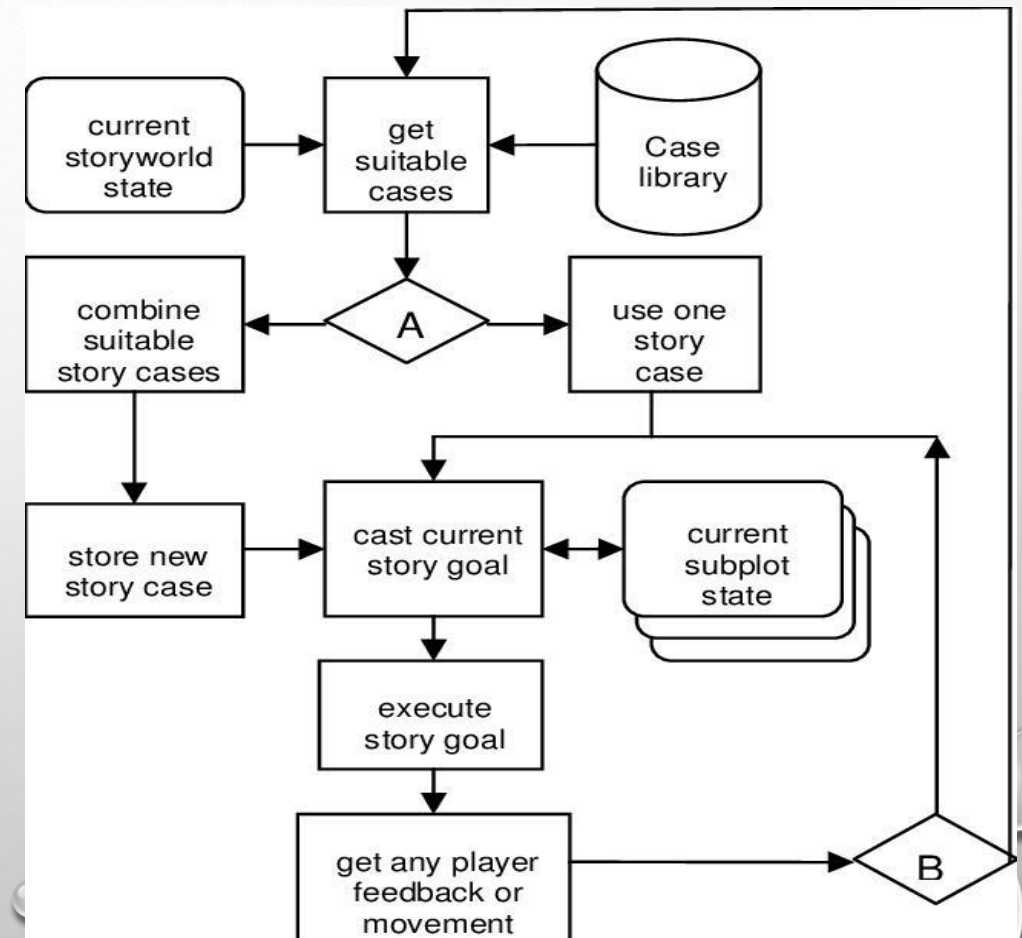
=== Code Execution Successful ===
```

MODULE COMPLETION

- DISCUSS THE EVALUATION OF STORY TELLING FROM TRADITIONAL BOOKS TO DIGITAL PLATFORMS.
- HIGHLIGHTS THE BENEFITS OF INTERACTIVE STORY TELLING FOR BOTH CHILDREN AND ADULTS.
- EXPLORE THE ESSENTIAL FEATURES THAT MAKES UP AN INTERACTIVE STORYBOOK APPLICATION SUCH AS, ANIMATION AND VISUAL EFFECTS , SOUND EFFECTS AND NARRATION, GAMES AND ACTIVITIES ETC...
- DISCUSS BEST PRACTICES FOR CREATING A SEAMLESS AND ENGAGING USER EXPERIENCE (UX) IN INTERACTIVE STORY TELLING.

WORK FLOW

- CONDUCT RESEARCH IN INTERACTIVE STORY BOOK APPLICATION, INCLUDING MARKET TRENDS, USER PREFERENCES AND COMPETITORS OFFERING.
- GATHER INFORMATION ABOUT SPECIFIC APPLICATION SUCH AS IT'S FEATURES, TARGET AUDIENCE AND UNIQUE SELLING POINTS.
- HIGHLIGHTS KEY FEATURES OF STORY TELLING, ANIMATION, SOUND EFFECTS, EDUCATIONAL ELEMENTS AND FEATURES ENHANCE THE USER EXPERIENCE.
- OUTLINE THE PLANS FOR FUTURE DEVELOPMENT AND EXPANSION OF THE APPLICATION





1. SCREEN TIME CONCERNS

2. PASSIVE CONSUMPTION

3. QUALITY CONCERNS

4. DISTRACTION

5. DEPENDENCY ON TECHNOLOGY

1. EDUCATIONAL VALUE

2. ACCESSIBILITY


3. MULTI MEDIA EXPERIENCE

4. PARENTAL INVOLVEMENT

5. INTERACTIVE PARTICIPATION

SUMMARY

- INTERACTIVE STORY TELLING APPLICATION FOR KIDS OFFER A BLEND OF ENTERTAINMENT, EDUCATION AND CONVENIENCE.
- INTERACTIVE STORY TELLING APPLICATION REPRESENT A DYNAMIC FUSION OF TRADITIONAL STORY TELLING WITH MODERN TECHNOLOGY ,CATERING TO THE DIGITAL GENERATION OF YOUNG READERS.



Thank You!