

To do list for expanded entertainment menu.

1.) A dictionary for the jokes category for them to be implemented into a function somewhere

2.) Function for a list of jokes by category

Prompt user input for a number between 1 or 4 give or take.

If statements that will include your category of choice, such as NASA jokes for example.

An else statement for error handling and possibly even a function to append a message to a log file.

3.) Function for what your favorite thing says about you.

Prompt a user for choices for the topic, (what your favorite character says about you). Based on that topic, there will be a function call that goes to that corresponding topic. There will be a top 10 list of characters that i might choose and then based on the user's input choice, it will print a message and append a message to a log file.

4.) Function for Some kind of choose your own adventure story for dialogue entertainment purposes.

Lots of if statements will be used for this inside a while loop, messages will be appended to a log file upon user response following input..

5.) Function for reviewing the log\_file and maybe printing the contents of the log file.

6.) Function call for trivia questions, a question will be outputted into the console with an input prompt as well as if statements that give you a message and append a message to the log file.

7.) Exiting the program with a goodbye message.

A main program that has 5 options.

1.) Function call for List of jokes

2.) Function call for What your favorite thing says about you

- 3.) Function call for Some kind of choose your own adventure story for dialogue entertainment purposes.
- 4.) Function call for Reviewing the log\_file for various user actions
- 5.) Function call for some kind of trivia
- 6.) Function call for Exiting the program with a goodbye message.

The only module that I might need is importing random. and the only resource that i would think i need is a resource to help me come up with the jokes for the jokes function.