Open – Ended Project | D&D City Builder

My goal is to build a program the constructs cities for D&D campaigns. What I want this to include is options for building a singular city or a country. You can choose the population as well as some specific options for what is in each city or even town. The city or town will display and show the information, allowing the user to confirm they want to save it to a text file. There will potentially be different options for names of places and cities and people who work there. The goal is to create a way to create a random city that properly reflects its size and area. I want this to pull in some information from files so that the user can easily add certain things if they want. In addition, I wish to print files that are legible and contain all the required information.