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//sets up screen
function setup() {
  createCanvas(800, 800);
}
//restarts the code when the screen is clicked
function mouseClicked () {
  draw();
}
function draw() {
  background(220);
  var clicks= 0;
  //sets a random int between 0 and 2 inclusive
  var s = Math.floor(Math.random()*3);
  //sets words for the madlib
  var verb1 = fillIn("VERB ENDING IN -ING");
  var adverb1 = fillIn("ADVERB");
  var noun1 = fillIn("NOUN");
  var adjective1 = fillIn("ADJECTIVE");
  var pn1 = fillIn("PLURAL NOUN");
  var verb2 = fillIn("VERB ENDING IN -ING");
  var verb3 = fillIn("VERB ENDING IN -ING ");
  var placel = fillIn("PLACE");
  var adjective2 = fillIn("ADJECTIVE");
  var adjective3 = fillIn("ADJECTIVE");
  var pn2 = fillIn("PLURAL NOUN");
  var adverb2 = fillIn("ADVERB");
  //picks a story outline based on var s
  if (s==0) {
    story = "Once Upon a Time...  " +noun1+ " loved " +verb1+ ". One
day " +noun1+ " was " +adverb1+ " " +verb2+ " when the " +adjective1+
" "+pn1+ " said to " +noun1+ " you are late! " +noun1+ " took off "
+verb3+ ". " +noun1+ " soon arrived at " +placel+ ". There " +noun1+
" found " +pn2+ ". They were very " +adjective2+ ". They lived "
+adverb2+ " ever after! ";
    background(254, 184, 198);
  }
  else if (s==1) {
    story = "I am a very " +adjective1+ " basketball player, but I
hate " +verb1+ ". Instead, I go " +verb2+ " " +adverb1+ ". One day
coach had us " +verb3+ " with " +pn1+ ". It was " +adjective2+ ".
Today I went to " +placel+ ". I saw some " +adjective3+ " " +pn2+ ".
Oh no! I'm late to practice! I need to " +adverb2+ " run!"
    background(255, 165, 0);
  }
  else if (s==2) {

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    story = "Breaking News! " +noun1+ " is loose in " +place1+ "! Do
not go " +verb1+ ". There are " +pn1+ " on the case. Most endangered
things are: " +adjective1+ " " +pn2+ " and people who enjoy " +verb2+
". There's been a new development! The " +noun1+ " is now " +adverb1
+ " " +verb3+ " through " +adjective2+ " " +place1+ "! We will keep
you updated with more " +adjective3+ " updates."
    background(207, 238, 250);
}
//calls getTitle method to display madlibs
getTitle("Mad Libs");
getShadow("Mad Libs");
//calls the showStory to display the story
showStory();
//displays box
getBox();
//sets up the text
textSize(40);
fill(0);
//displays call
text("Click to play again", 250, 550);
//prevents infinite loop
noLoop();
}
//prompts the user to fill in the blank
function fillIn (type) {
    return prompt("enter "+type, "<enter " +type+ " here>");
}

//code for the title
function getTitle (t){
    textSize(50);
    fill(0);
    text(t, 310, 100);
}
function getShadow (t) {
    textSize(50);
    fill(0, 140);
    text(t, 315, 105);
}
//code for the story
function showStory () {
    fill(0);
    textSize(30);
    text(story, 100, 150, 600, 700);
}
function getBox () {

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fill(255, 255, 255)
rect(210, 500, 400, 65)
}
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