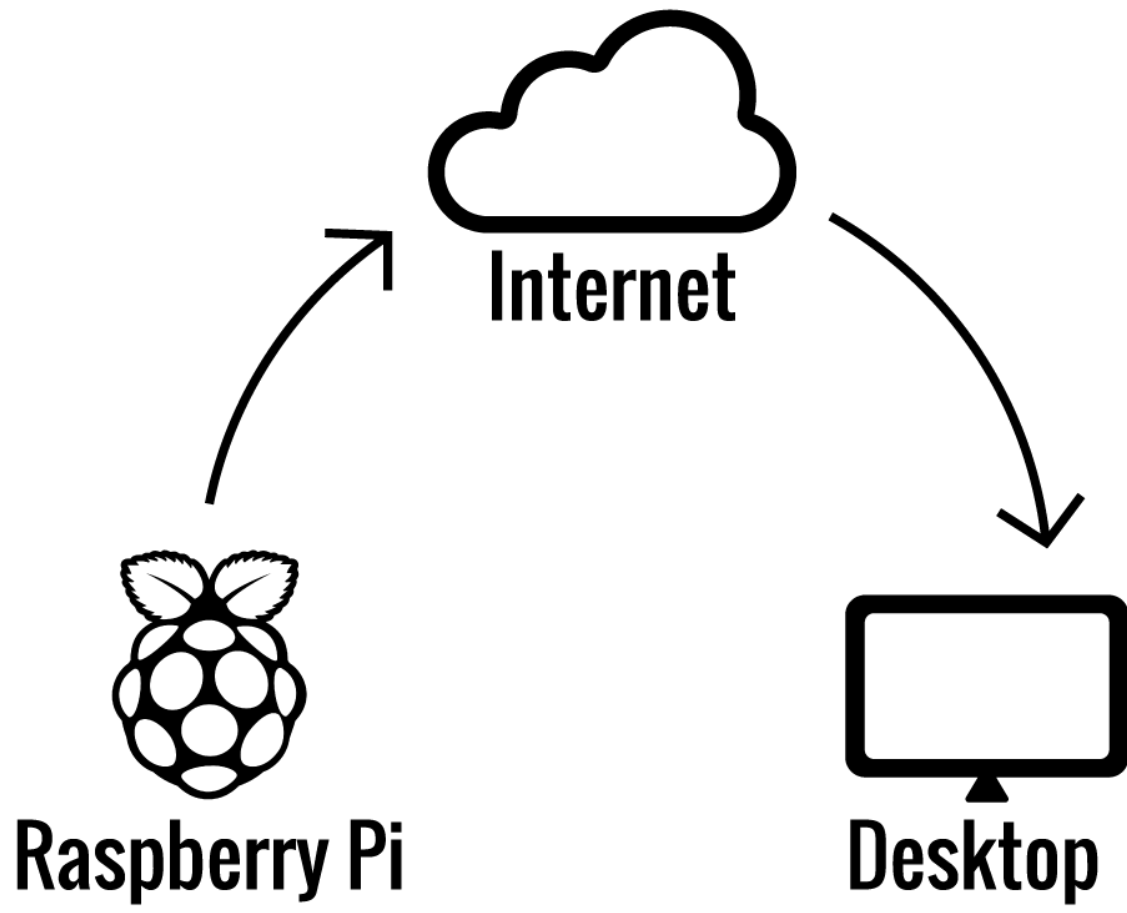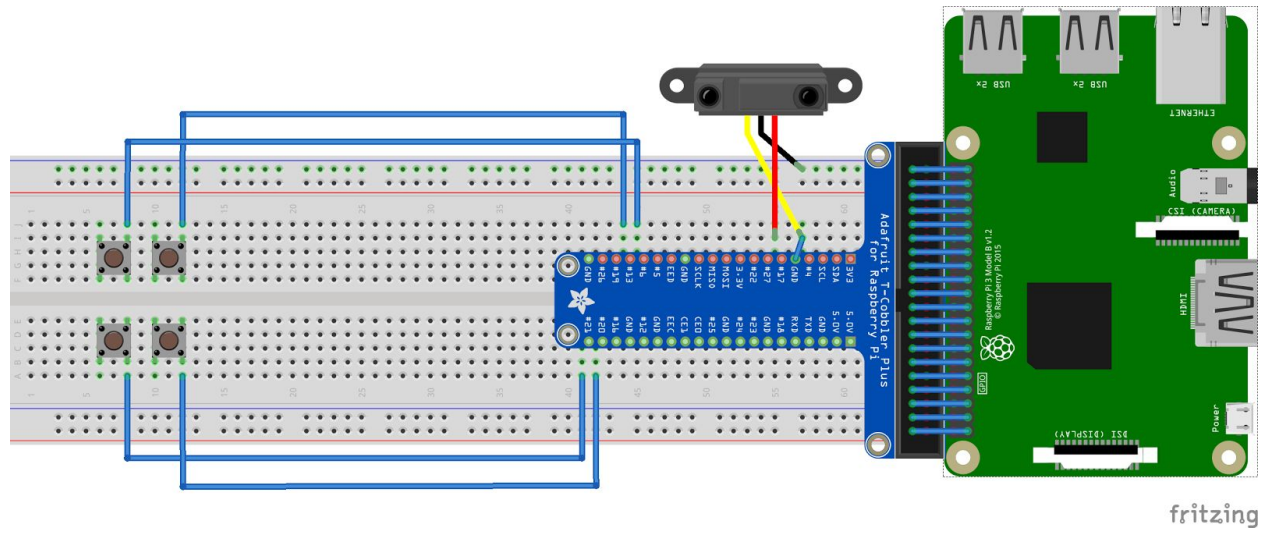**DEFINE THE PROBLEM**

Storymode takes inputs from the user and creates a custom story based on inputs. Buttons are used to choose options that form the story. A camera is also used to take posed pictures to make the story even more personalized. Stories are shown in a slideshow setting transmitted to a desktop through the internet. There should be a way to save the stories. Like a jpg or text file that has the inserted names and path taken in the story. Stories will be like mad libs for personalization (i.e names, gender, etc) but other options will cause branching out from the main story. This will need a branch tree of the options the story can be taken and code to execute this. The code is possible but with the many options that will take place finding a way to shorten the code is optimal. Something like using an array or dictionary would be best. The story also has to make sense even with the multi-directional stories that could take place. This will require much testing and patience. Doing a map of what needs to be tested will expedite the process and can save much stress. Storymode is a game that can be played during parties or can be edited to help decide life changing moments. Somewhat like an RPG game that culminates to a whole story at the end instead of during the moment.

Internet

Raspberry Pi

Desktop

HARDWARE SETUP

fritzing

STEPS

1. Download NodeJs and follow its download instructions
2. Download VNC and follow its download instructions
3. Connect your Raspberry Pi to your ethernet
4. In terminal type (VNC server)
5. Open VNC and connect to your Raspberry Pi
6. In terminal type (ssh pi@"your IP address") and login to the Pi through the terminal
7. In terminal type (git clone "enter git repo"). This downloads the coding for the decision maker
8.