



# GETTING HOME: A STORY OF A REGULAR ICESI STUDENT



## INTRODUCTION

In this story generator based on grammars and languages, we see how a student from ICESI, after a very hectic week of studies, wants to get home. However, they are faced with some decisions that will lead them to different outcomes on that night

## OBJECTIVES

Demonstrate that we can use automaton, regular expressions and grammar to build an interactive story where the user can decide what to do.

## UTILIZED METHODS

- Regular expressions: We use them to verify and compare with a list already defined that what the user has entered is valid.
- Automaton: We use them to navigate through the story we tell; each decision the player has to make is a node, and it has different acceptance states.
- Grammar: We use grammar to generate additions to the story, which make everything more interesting.
- Transducer: We use it to accept any name the player enters.

## RESULTS

We ended up building a game that has an automaton, regular expressions, grammars, and with this we can tell a fun story that has different endings for every person to play.

## CONCLUSIONS

Although it was challenging to make everything work together, it was very satisfying to see how it all came together in the end. The experience we gained from this is essential to consider as a foundation for future knowledge.