2a. The programming language that I am using for this project is Python 2.7 because it's the language out of the options that I'm most familiar with. The purpose of the program is a choose your own adventure story set in a fantasy world that lets you choose your own class and gives you stats depending on your choice. The video will demonstrate what happens when you choose your class and the story that follows that after you choose your class.

2b. The development process for this was pretty laid back and easy to manage. There wasn't that many difficulties for these project because I have some experience making an interactive story but a difficulty I ran into was making more immersive and to make people who play to feel like they are actually in this story and not just typing on a computer screen. This project was completely independent on the coding part it takes inspiration from a tv show I watch but the story is different. The biggest opportunity that I had was having full reign on the story element the only restriction I had was my imagination. So it was pretty nice having freedom but stressful when I ran out of ideas and eventually on my own time I will finish this story and it's going to be amazing.

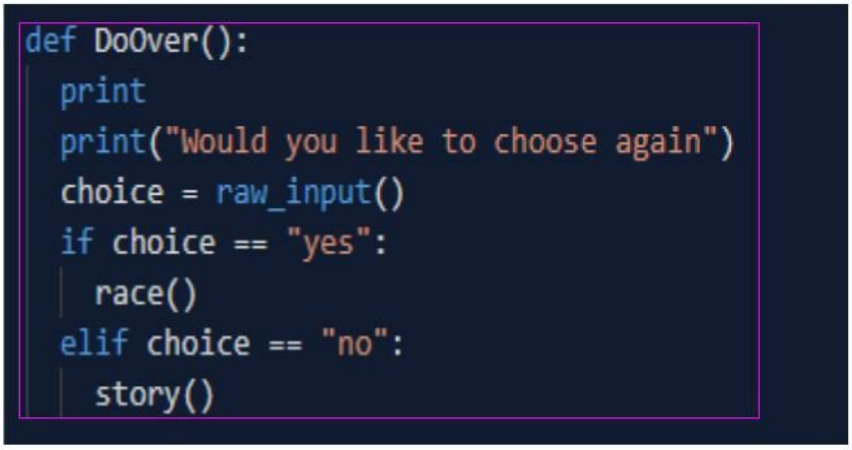
2c.

```
def race():
  print
  print("This is where you will choose your race the first step in this story ")
  print("(A) Human (B) Giant (C) Fairy (D) Goddess (E) Demon. Choose One ") # Choosing your
  class
  answer = raw_input()
  if answer == "A":
    Human()
  if answer == "B":
    Giant()
  if answer == "C":
    Fairy()
  if answer == "D":
    Goddess()
  if answer == "E":
    Demon()

def Human(): #Chooses your stats depemding on your class repeated 5 times
  print
  Attack = 25
  Defense = 25
  Special = 10
  print"Stats:"
  print"Attack:", Attack
  print"Defense:", Defense
  print"Special", Special
  DoOver()

def Giant():
  print
  Attack = 100
  Defense = 100
  Special = 45
  print"Stats:"
  print"Attack:", Attack
  print"Defense:", Defense
  print"Special", Special
  DoOver()
```

This is the algorithm that is fundamental for the program to run smoothly. This algorithm takes you the def of the class you chose depending on your input when the question was asked. It

also prints your stats for that class however they are pointless because the state of the game is unfinished due to time however I will finish it on my own time and make it work and run and an exciting game to play.

2d.



```
def DoOver():
  print
  print("Would you like to choose again")
  choice = raw_input()
  if choice == "yes":
    race()
  elif choice == "no":
    story()
```

This is an abstraction that I used in my program, it basically asks you if you would like to choose again after you have chosen you class if player answers yes than takes you back to the race def that was shown in the image before. It's a pretty simple piece of code I wanted to do something more difficult however the time didn't allow me to do so however I feel that it's a needed piece of code because that player might have misclicked and would want to go back and it always activates after printing not just once.