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INDIVIDUAL CULMATIVE ASSIGNMENT PROPOSAL

STORY BUILDER FOR CHILDREN

I will build a web-based application in which the user will make selections for a children’s fantasy story and will sew together prewritten elements to return a completed ‘book’ based on the user’s entries. The completed story will contain both words and images. If possible, I’m hoping to make the stories downloadable as PDFs, so that the users may keep their work. Another option is to create an account system so that users may log in and save completed stories to their account to look at and edit later.

Each page of the story builder will be an HTML form with a few inputs, done in a minimalist style with CSS. The inputs will vary between a series of radio buttons, styled into certain images, and text inputs for names. The radio buttons will be created in Illustrator, and will have hover and click animations done in Javascript. Each completed form will return a variable image that will be combined in the end with the text pieces to form a picture book. The images will be stored as variables in Javascript, and the text will be stored in a database that will be accessed with PHP.

The database will save the text pieces as ‘pages’ that will be selected according to the user’s needs. Selecting certain options will insert certain pages and after the story is finished, there will be an option to edit the story which will allow for updating or deleting pages, as well as inserting new ones.

I have always enjoyed writing in my free time, but often run into the single most annoying obstacle in fiction: where to start? As a result, I’ve developed a system of easy prompts over the years that I can apply to most stories and expand on as I go. Who’s the good guy? Who’s the bad guy? What are they fighting over and why? How?

I have decided to turn my little system into a tool to help young aspiring writers who run into the same problems. By using the application to help to establish the baseline elements, the user is already halfway to writing completed works on their own. The simplicity of the application makes it useable even by younger demographics, encouraging children to write and find entertainment in the process as well.