Module 404 – Mad-Libs Documentation

# 1 – Concept

A while ago, Julian said we should make an application that lets the user make and use Mad-Libs digitally. Mad-Libs are stories with hole in the text, that the user can fill themselves to create a different and interesting story ever time. We both thought it would be relatively simple to implement, while still remaining am interesting and fun project to complete.

# 2 – Plan

I started off by planning how we would save the Mad-Libs as files. The concept started off quite simple: You could write a text file with a story in it, and any time you wanted to ask the user to replace elements of the text you would write a question in curly brackets.

Here’s an example:

I was walking to the {the name of a shop} in the middle of town.

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But soon I realised, this could be expanded to include some more helpful functionalities. So I added attributes, little objects at the start of the file as well as comments. Now you could also specify things like the title, author and a prefix for all the questions.

Another example:

#!format = madlibs

# This is just a comment

#!title = My Mad-Lib

#!author = Samuel Pearce

#!prefix = the name of

I was walking to the {a shop} in the middle of town.

Now, because the format was specified as an attribute, the application could recognize a file as being in madlibs format, even if it doesn’t have the ‘.mdlb’ file ending.

Finally I wanted to add a way to reuse the answer of one question for many places in the story. For this I created preset questions. To create a preset question you add it onto the ‘presets’ attribute and then create an attribute with the preset name. Once you’ve defined a question to set this preset, you can use it anywhere in the text by surrounding it with percent symbols (%). If you want multiple presets, you seperate the names in the presets attribute with commas.

Here is a full example using the presets:

#!format = madlibs

#!presets = friend, game

#!friend = the name of your friend

#!game = the name of your favourite game

Yesterday me and %friend% went to the game store to buy %game%.

When we got back to %friend%’s house, we spent hours playing %game%.

For any extra information and the source code for the project, see my repository on github: <https://github.com/Sam36502/Mad-Libs>

# 3 – Activity diagram