Program purpose: This program is made to be enjoyed as a text-based video game. It will prompt the user for choices that will affect the ending outcome. It will offer a neat and tidy text design for display; characters will be properly formatted for the user who plays the game. The program will prompt the user for string inputs at points in order to refer to them later. This program will also write information from the program to files in order to keep them for reference later. The story is randomized every time and the choices are different for each story.

Chapter Methods:

Chapter 1: Input, processing, and output.

Chapter 2: Strings, Integers, Newline characters, Escape sequences, Program comments, and Arithmetic expressions.

Chapter 3: Control statements, loops.

Chapter 4: Strings, textfiles.

Chapter 5: Omitted lists and dictionaries.