

RENDOM STORY GENERATOR

REPORT BY

ANIKET POONIA ,AMAN INDIA ,DIYANSHU

section-K19QK-G-2

Roll Numbers:

54,41,60



**Department of Intelligent Systems,
School of Computer Science Engineering,
Lovely Professional University, Jalandhar**

November, 2020

Student Declaration

This is to declare that this report has been written by us. No part of the report is copied from other sources. All information included from other sources has been duly acknowledged. We aver that if any part of the report is found to be copied, we are shall take full responsibility for it.

SIGNATURE

aniket

aman

diyanshu

Name:

ANIKET POONIA

AMAN INDIA

DIYANSHU

Roll Number:

RK19QKA54

RK19QKA41

RK19QKA60

TABLE OF CONTENTS

TITLE	PAGE NO.
1. Background and objective of project assigned	
1.1 INTRODUCTION	
1.2 HISTORY	
1.3 MOTIVATION	
1.4 OUT-COME OF THE PROJECT	
1.5 CONCREAT GOALS	
1.6 OBJECTIVE	
2. DESCRIPTION OF PROJECT	
3. TECHNOLOGIES AND FRAMEWORK USED	
4. SWOT ANALYSIS	
5. REFERNCES	

BONAFIDE CERTIFICATE

Certified that this project report “RENDOM STORY GENERATOR” is the bonafide work of “Anket Poonia ,Aman India and Diyanhu” who carried out the project work under my supervision.

<<signature of the supervisor>>

(Due to Covid 19,(
signature is exempted)

Dr. Dhanpratap Singh

UMS ID: 25706

School Of Computer Science

and Engineering

Background and Objectives

Chapter 1: INTRODUCTION

- 1-We developed this project to generate a story by random words.
- 2- It is very time consuming to write a own story.
- 3-It only makes the process more difficult and hard.
- 4-This aim of the project is to automate the the story writing to save time and see the interesting stories.
- 5-Based on this you can see new story by providing the words.
- Meaning : It's an application that you can use to train your creativity or for your next project idea. Create new stories using random conflicts, characters and scenarios. This is an app for you if you are creative, a songwriter, novelist, filmmaker, indie videogame developer or a videogame studio, poet, among others

Subchapter 1.1 : History

Plot generators were described as early as the late 1920s, with Plotto; a new method of plot suggestion for writers of creative fiction, by William Wallace Cook, appearing in 1928.[1] Plotto is a non-random plot generator; the reader makes all the decisions within the framework set out by the book.[2]

In an article originally published in 1935 and reprinted in 2002, Robert J. Hogan described a book-based device called the Plot Genie which consisted of three lists of 180 items each: murder victims in the first list, crime locations in the second list, and important clues in the third list. The item to use from each list was chosen by spinning a dial with 180 numbers on it. Hogan also mentions other similar devices such as The 36 Dramatic Situations and Plotto (see above).[3][4]

The earliest computerized story generator was TALE-SPIN, an artificial intelligence program developed in the 1970s.[5][6] More recently in the 1990s, the computer program MEXICA was developed for academic research into automated plot generation. It produces plots related to the Mexica people.[7] Using an approach similar to that of MEXICA, the program ProtoPropp generates stories related to Russian folklore.[8] There are a large number of "random plot generators" available on the internet—generic and relating to specific fandoms, with a certain amount of academic research into the subject.[citation needed]

Plot generators have also been portrayed in fiction, as in Fritz Leiber's *The Silver Egghead*.

Subchapter 1.2 MOTIVATIONS

The purpose of developing random storyVery helpful for our life.
Because we can learn new prospective of story writing by this project.

We were also intrested for our first python project. With the kind assemblage of the team members and some web tools for reaching the ultimate necessities we can entitle ourselves as very motivated to help bring better options to the communit

.

Subchapter 1.4: OUT-COME OF THE PROJECT

The out-come of the project is described as the system will be user friendly and will make simple operations which are done mostly manually could have a mode of getting the task done with a program, needing simple details filling and getting the results on a touch of a requirement. Later-onwards the project can be modified to be full-time online operation. Also, we as a team came to gain more knowledge into this field and realized how easy and necessary it is to provide our environment with

Subchapter 1.5: CONCREATE GOALS

To establish a user friendly way to engage the user in the literature if story writing. And work further on the feedback response of users.

Subchapter 1.6: OBJECTIVES

It's an application that you can use to train your creativity or for your next project idea. Create new stories using random conflicts, characters and scenarios. This is an app for you if you are creative, a songwriter, novelist, filmmaker, indie videogame developer or a videogame studio, poet, among others.

In the era of competition this is the best way to find new ways of creativity

2.1- User login

- First fill email id and password then enter in this system.

- Important both email and password for enter this system.

Every network user can have their own username and password to log in to the interface .

2.2—user account

- A user account allows or does not allow a user to connect to a network, another computer, or other shares.
- . Any network that has multiple users requires user accounts.

the gethub is a perfect example for user account

2.3-- User registration

User Registration will provide you a way to get verified and get your user account.

Chapter-3

TECHNOLOGIES AND FRAMEWORK USED

3.1 This project is made by using Python. Moreover to make the project system more interactive and user friendly Tkinter GUI is used.

Chapter-5 REFERENCES

Here are some honorable references used for completion of the project:

- Google
- Wikipedia
- Head-First Python (2nd edition)

.....END THE REPORT.....