

CLI MAD LIBS

Description:

Mad Libs is a word game where players fill in the blanks of a story or sentence with random words of a specific type, such as nouns, verbs, adjectives, or adverbs, etc, without knowing the context or theme of the story. Once all the blanks are filled in, the story is read aloud with the player's words, resulting in a humorous and often nonsensical outcome. This version of mad libs will use a command line interface to play. It asks the user to choose a story topic then asks them to fill out appropriate words for placeholders within the story. Once all words are filled out it will return the story with their words instead of the placeholders.

Objectives:

The objective of this project is to have a fun interactive game that will bring laughs and while testing creativity and vocabulary. A key feature is to be able to add custom stories to be stored in a database which is called upon starting the game.

Deliverables:

- A smooth interactive command line interface to play the game.
- A database to store the stories with their appropriate placeholders.
- A function to easily add custom stories/placeholders to the database.

Resources:

This project was done all on python, and using a json file to store the stories and placeholders. The file structure consists of a main app file, a module with a function to add custom stories and a database of stories saved as a json file. Current stories in the application were taken from google searches for Mad Lib stories.