

Madlibs 3.0

Project Report

Heres the link to the Madlibs 3.0

<https://cck811.github.io/DES157A/final/index.html>

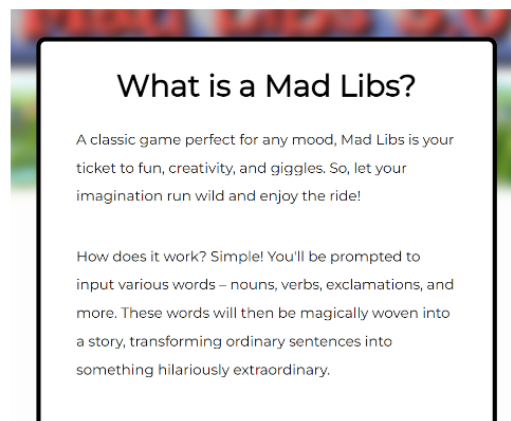
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Expert/User Feedback Intergration

Feedback gathered from knowledgeable sources, including my TA from DES 157A and my professor from DES 50, has been invaluable. They highlighted three key areas for improvement: enhancing font readability within the form, adding extra stories for narrative varieties, and the necessity of an introductory message paired with guidance for the prompt questions. These insights were instrumental in refining the project's usability and accessibility.

Introduction Enhancement

Recognizing that not all users may be familiar with Madlibs, I've implemented an introductory overlay that activates upon page load. This feature provides a welcoming brief about the game, assisting newcomers in quickly grasping the concept.






To further aid users, I introduced a "?" button, a resource that users can click to revisit the introductory instructions at any point, ensuring continuous access to guidance and enhancing user support.

"Random" Button Functionality

The "Random" button has been successfully programmed to select words from predefined JavaScript arrays, filling in the input fields automatically. This new feature adds an element of ease and spontaneity to the storytelling process.



Here a glimpse into what your mad libs will be about!

Give me an animal:

Name a vehicle:

Shout an exclamation:
(e.g. What the heck!)

Give me a name:

How do you feel right now?
(an emotion)

Name a sport or game:

[Clear](#)

Additional Story Options

```
-----Stories-----
~/
// First story template
function maketadlib(words){
  p1.innerHTML = "One sunny day, a ${words[0]} named ${words[1]} decided to go to
the park. As it strolled along the path a ${words[1]} suddenly zoomed by.";
  p2.innerHTML = "${words[2]}!" shouted ${words[3]}, as it jumped out of the way.
The ${words[0]} then stumbled upon a picnic blanket, where it found a basket full
of chips and chocolates. Feeling peckish, ${words[1]} decided to snack on them. ;
```

```

p3.innerHTML = "Afterward, the ${ words[0] } felt ${ words[4] }. It decided to  

join a game of ${ words[5] } that some children were playing nearby. The game was  

intense, and ${ words[3] } proved to be quite skilled at it.";
p4.innerHTML = "As the sun began to set, ${ words[3] } headed home, thinking about  

all the wild and wacky adventures it had at the park that day. It couldn't wait  

to return and see what new adventures awaited.";

for( const eachField of formData){
  eachField.value = '';
}
}

// Second story template
function makeMadLibVersion2(words) {
  p1.innerHTML = "Deep in the dense jungle, a ${words[0]} named ${words[3]} was  

skillfully maneuvering an old ${words[1]}.";
  p2.innerHTML = "Out of the blue, ${words[3]} yelled \"${words[2]}\" spotting a  

hidden path leading to an ancient, overgrown treasure site.";
  p3.innerHTML = "Intrigued and feeling ${words[4]}, ${words[3]} ventured down the  

path, discovering a lively group of explorers playing a game of ${words[5]}.";
  p4.innerHTML = "${words[3]} joined the exciting game, going on the unforgettable  

jungle adventure, forming lasting bonds with new companions along the way.";
}

// Third story template
function makeMadLibVersion3(words) {
  p1.innerHTML = "In a magical imaginary world, a ${words[0]} named ${words[3]}  

stumbled upon an broken ${words[1]} in a dreamy meadow.";
  p2.innerHTML = "While exploring, ${words[3]} screamed \"${words[2]}\" in amazement  

upon discovering a majestic, floating castle hiding in the clouds.";
  p3.innerHTML = "Once inside the castle, ${words[3]} was overwhelmed and somewhat ${  

words[4]}, and found themselves in the middle of a grand ${words[5]} contest.";
  p4.innerHTML = "The eventful day concluded with ${words[3]} triumphantly being  

crowned the victor, a magical experience etched in their memory for eternity.";
}

```

Two new and distinct storylines have been incorporated into the project. These stories are randomly generated, significantly broadening the variety of the user experience and maintaining the freshness and excitement of Madlibs.

Visual Enhancement

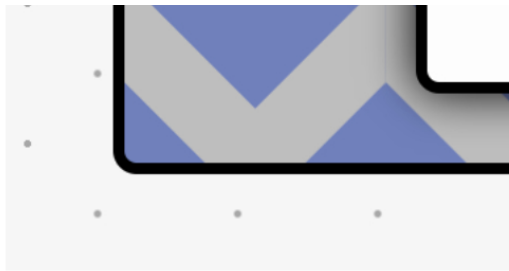
The visual appeal of the site has been significantly upgraded. The font size has been increased to improve legibility, making the user's journey through the site more comfortable.



Centralized content alignment provides a cohesive structure, making information consumption more intuitive.

The previously plain background now boasts a subtle pattern, adding texture without overwhelming the main content.





Interactive elements like input fields and buttons now have improved hover effects, enhancing the overall user experience.

A screenshot of a form with three input fields. The first field is empty. The second field is preceded by the text 'ow?'. The third field is preceded by the text 'e:'. Below the input fields are two buttons: a red button with the text 'ate Story' and a grey button with the text 'Clear'. A mouse cursor is hovering over the 'Clear' button.

Created by Anthony Chan



The W3C CSS Validation Service

W3C CSS Validator results for style.css (CSS level 3 + SVG)

Jump to: [Warnings \(1\)](#) [Validated CSS](#)

W3C CSS Validator results for style.css (CSS level 3 + SVG)

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This document validates as [CSS level 3 + SVG](#) !

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```
<p>
  <a href="http://jigsaw.w3.org/css-validator/check/referer">
    
    </a>
  </p>
```



```
<p>
<a href="http://jigsaw.w3.org/css-validator/check/referer">
  
  </a>
</p>
```

(close the img tag with > instead of /> if using HTML <= 4.01)



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Nu Html Checker

This tool is an ongoing experiment in better HTML checking, and its behavior remains subject to change

Showing results for uploaded file index.html

Checker Input

Show ☐ source ☐ outline ☐ image report [Options...](#)

Check by [file upload](#) [Choose File](#) No file chosen

Uploaded files with .xhtml or .xht extensions are parsed using the XML parser.

[Check](#)

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Used the HTML parser.

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