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//SDI 1401

//Project 3 Story

//January 20, 2014

//Global Variables

var myString = “Please sit down, and let me tell you a story.”;

var myNumber = 26;

var myBoolean = true;

var myArray = [“Chapter1: My name is \”Chomp\”.”,”Chapter2: I like to eat things!”,”Chapter3: My teeth are strong.”,”Chapter4: I find pesky Italian plumbers entertaining.”,”Chapter5: Bowser always ties me up, it’s not fun.”,”Chapter6: This plumber set me free, and I gave him a star.”,”Chapter7: Now that I’m free, I’m bored.”,”Chapter8: Where is everyone, if only there was another game.”,”Chapter9: ”,””];

//Javascript body program

var chapterOne = function(opener){

if(opener === true){

console.log(“Our story begins with a tiny sphere…..”);

}else{

console.log(“It looks like you just want the cliff notes version”);

}

};

var chapterTwo = function(input){

if(input === false){

for(var i=0; i < 10; i++){

console.log(“There was a chapter ” + i + “.”);

};

}else{

console.log(“Well there’s a story in here somewhere.”);

}

};

var chapterThree = function(array){

for(var i = 0; i < 10; i++){

console.log(array[i]);

}

};

//The changes that would change the story

The array would change every stage of the story. Since each part represents a chapter, if the array was to be changed, then the whole story will be destroyed. If I were to change the Boolean it would not give the right outcome that the player would want to see.