

Yes

Project Development Proposal

Project title: Story Generator Project

How will you avoid generating the same set of stories repeatedly?

Introduction:

This project is going to build a story generator in python. The generator will built will ask for inputs such as: the name of a place, an action, an adjective/adverb, a preposition, a proper noun, etc. Once all the inputs are in place, they will be insert into some ready-made strings and will be assembled into a pre-made story template, customised stories will be generated. There are multiple types of stories can be selected by the users, such as: romantic, horror, science fiction, etc. Therefore, this project is going to explore the combination of ready-made strings and inputs in coding and solve problems will happen during the process of the function building.

Outline:

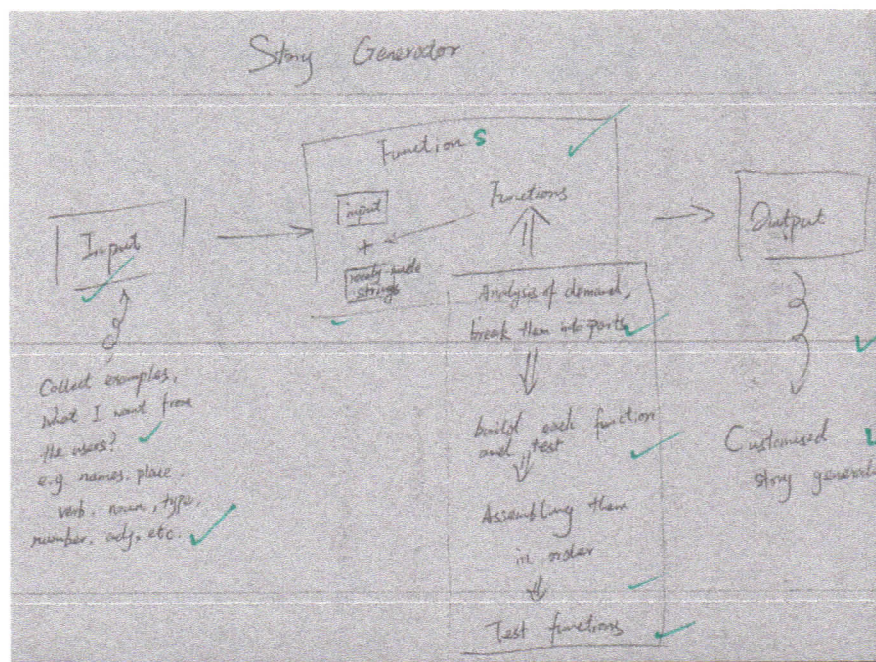
Before making a project design, story generators examples will be collect for reference use. The ready-made texts and the pre-made story templates for different types of story will be produced by the investigator, about 3-5 types of the stories will be produced. The original design of this story generator is, it will have one ready-made text for each type of the story, and the users will be informed about the types before using the generator. The generator will identify the type of the story from the input and goes to the corresponding pre-made story template in the program and insert the other inputs into the ready-made text, then generate a customised story as the output. The process of coding will take place in Jupyter Notebook, testing in IDLE and Jupyter Notebook. The project diaries will be recorded by using Microsoft Word. Using the Jupyter Notebook for testing at the first stage is beneficial because it only checks if everything in the code runs properly by a single click whereas IDLE need to execute the function by typing every input every time for testing and checking.

For developed design, the demand will be analysed and broken into problems in parts and each parts will be analysed. Each part will have a function which will work with functions in other parts

This is as complex as you want to make it!

and they will build into a whole program at the end. For better understand, each story will have a introduction, main plot and ending, the program will have three main sections and pre-made story templates for different types of story under each section. The final version of the story will be a combination of the texts from these three sections with inputs, as the output. The exploration of the developed design of this generator will be the goal of this project.

See the diagram shown below which is a sketch of the outline of this project:



is there an opportunity to 'randomise' the component parts of the story templates? So that there is much more variety of the stories output.

Consider putting the templates in a file or files, then it would be easy to add more templates.

Also think about the structure of the templates and how best to represent that in Python and how to store data from run-to-run.

Also perhaps think about making a permanent record

of the words provided by users, it may be interesting to analyse that.

In respect of additions, your project proposal is clear and well thought out.

lots of details you still have to work out I'm sure but this is a good clear start.

A handwritten signature in blue ink, appearing to be 'D. H. A.', written in a cursive style.