

School of Languages, Linguistics and Film Assessed Coursework Coversheet

For undergraduate (BA) modules coded:

CAT-, COM-, EAL-, FLM-, FRE-, GER-, HSP-, LAN-, LIN-, LLU-, POR-, RUS-, SML-

Please read and note the following guidelines:

1. To assist with anonymous marking, please use your nine-digit student ID number only: do **NOT** use your name anywhere on your coursework.
2. Normally you will be required to submit one electronic copy of coursework via QMPlus at <https://qmplus.qmul.ac.uk/login/index.php>. Most deadlines in this School are set for a Sunday night (23:55). You will be informed by the module organiser of any exceptions to this procedure, either regarding the time or method of submission. It is your responsibility to ensure that you know and meet the submission requirements for each piece of coursework.
3. You must keep a copy of all coursework you have submitted.

4. Extensions to deadlines may **ONLY** be granted by the Senior Tutor for your year of study. In order to be granted an extension, you must submit a claim for Extenuating Circumstances **BEFORE** the coursework deadline. SLLF has an online EC claim form. Details and links to the form can be found at http://sllf.qmul.ac.uk/Extenuating_Circumstances.

5. Late submission, without an agreed extension due to extenuating circumstances, will be penalised according to the SLLF regulations relevant to your level of study.
6. Work submitted within 5 DAYS of the deadline will be accepted but subject to a late submission penalty against the marks awarded. The work will be marked normally, and then a late submission penalty of five marks (or 5% of the marks if not marked out of 100) per 24 hour period will then be applied.
7. Work that is more than 5 DAYS late will not be accepted and will not be marked and will receive a mark of ZERO.

You are reminded that plagiarism, that is copying someone else's words or ideas without attributing them to that person, is cheating. This is a serious examination offence and at the very least will result in a mark of zero being awarded for this piece of work; it could result in your expulsion from Queen Mary.

By handing in this coursework you acknowledge that it represents your own, unaided work and that you have appropriately acknowledged all sources.

Please complete the following details:

Student ID Number:(9-digit number): 190819666

Module CODE and TITLE: LIN 6209 Coding for Linguistics

Title of Coursework: Mini Project Assignment Part 1

Essay no:

Number of words written:

Module Organiser: Peter McGinty

Seminar Tutor (if applicable):

Please continue your coursework on the next page

Project Development Proposal

Project title: Story Generator Project

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

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:

