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Yes this is nice + clear.

1. The project title.
   Story Generator I

2. A description of the project and the question it will explore.
   This is a simple story generator. Enter two-character names and places, select the story type, then a random short story will be generated. Based on popular short stories and TV series, this generator can generate love stories, adventure stories, horror stories, and comedy stories, as well as a mystery waiting to be discovered. ✓

3. An outline of how you intend to approach the project:
   In this generator, some strings need to be edited in advance to serve as background for the story. When the user enters the requested element, it is combined with the edited string to produce a short story.
   i The data and text resources you will need:
   Keywords search; If loop statement; Sorted string.
   ii Where you will get free access to sufficient quantities of data?
   Collect popular short stories from the web as a string of edited stories, and the generation style of the whole generator is humorous and somewhat unexpected. Let the user have some fun using the story generator. ✓
   iii The functionality of the application you will create, perhaps with a tentative list of the functions you will build.
   Ready-made string; if···in···; else···;···
   iv How will you test your software to confirm it works correctly?
   First, I'm going to run the program myself, and then I'm going to select a few people to try it out, and then I'm going to tweak the strings and the story. *perfect!*
   v The software tools you will use e.g. IDLE & MS Word or Jupyter & MarkDown or something else. ✓
   Outline:
   Sroty_generator_I(chacrer1,character2.place,type.):
   If "love" in type:
   ...

   If "horrible" in type:
   ...

   If "adventure" in type:
   ...

   If "comedy"in type:
   ...

Think about how you can randomises the assembly of the pre-built strings so that you maximise the variety of stories produced.

Story generators often use text templates that are assembled as required with appropriate text substituted into them eg. character names and

places.

If you can randomise the assembly of the templates in some way that would add to the variety of stories being produced.

Your proposal G is fine. Good luck with your project development.