

Project Title: Mad Libs Game!

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(Project Prototype II) For A 1-4 page document called design.pdf (or .txt or .md) (~1 page of writing, rest is figures).

- a rubric for how you think your project should be graded in terms of both implemented features and good coding/design practises.

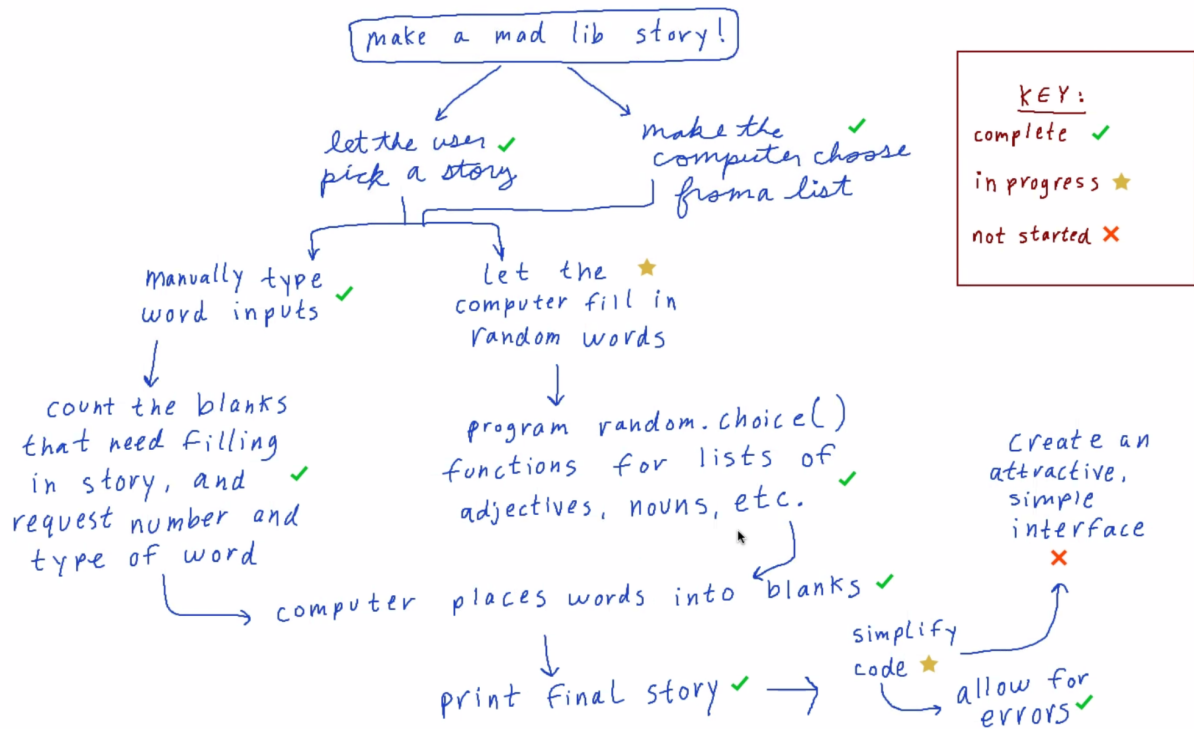
Criteria	Points Possible	Grade
Students show a broad use of features	10	
Students have a neat and easy to read code	10	
Code runs without syntax errors	20	
A story can be generated with both random and inputted words	20	
The story prints with clean formatting, new lines and whitespace used appropriately	10	
Multiple stories can be generated during one use	20	
The program has sensible exceptions, and can tell the user how to fix their mistake	10	
<b>Total Score</b>	100	

#### User Personas:

- **The elementary student (main user persona)**
  - Just learning about parts of speech for the first time, wants to connect with grammar in a fun way
  - Likes the creativity of the game
  - Just a beginner at using technology, is able to type and knows the meaning of keys like “enter” and “shift”
- **The high school/college student**
  - Beginning to reach the higher levels of academia, trying out different types of classes and subjects to become more focused on what they want to do as a future career.
  - Uses the game as a study break
  - Likes that the game can be fun for all reading levels depending on the complexity of words chosen, plus, you can use it to create funny inside jokes/memes

- Very familiar with technology, maybe has a small amount of coding experience, could use our project as a source of inspiration for their own projects
- The teacher
  - Wants to keep students interested in the material, and wants them to know the differences between parts of speech
  - Finds this as an entertaining way to engage students in practicing their grammar
  - Familiar with technology, maybe has a small amount of coding experience
- The parents
  - Want to help foster their child learn grammar and reading.
  - Likes that it is a non stressful way to learn about language
  - Familiar with technology, may or may not have in-depth knowledge about technology

### Component Diagram:



\*\*For our filling in random words, the process works, we'd just like to add more words.

\*\*For the interface, we have not started trying to improve on what we have.