

The motivation for this project was to create a satirical story experience of travelling about someone who doesn't want to be present. They're pessimistic and are very vocal about not having a good time during the vacation.

When I first approached this project, I planned to make it more functional and less creative. Since the API we had to work with was a World Air Quality Index API, I thought this project could be informative, but I was uncertain about how to incorporate creativity into it. I thought I could create a guessing game where I would give the user the option of three different cities and they would have to associate the dominant pollutant with the correct city. But I wanted to try something different, something a little less predictable. Therefore, I chose to make a satirical adventure story.

It starts off with a friend asking the user where they are located, and the user can type any city name.

```
What city are we in? Sorry I forgot the name...
```

The program displays three different options; there are two scenarios and one informative option. The user can check the weather, go for a walk, or get some ice cream.

```
Montreal! That's right! We should explore the city today.  
I think we can grab some ice cream and i'll bring my favourite hat.  
Wait before we go, how's the weather?  
  
Option 1 - Let's get some ice cream.  
Option 2 - Let's go for a walk.  
Option 3 - Check the weather
```

My intention behind this project was to make a satirical story experience that has mini stories connected to each other. I incorporated the weather report to help add more to the technical aspect.

Air Quality and Weather Data for Boston	
Parameter	Value
Temperature	10.8 °C
Humidity	42 %
AQI	20
Dominant Pollutant	o3
AQI Level	Good
Health Implication	Air quality is considered satisfactory, and air pollution poses little or no risk
Do you want to choose another scenario? (y/n)	

For this project, I used libraries that I have experience with, such as Colorama, and I was able to explore some new ones, like Rich for the ASCII art. I tried to make it more interactive by creating my own animations based on the data given from the API, which added a personalized feel. For example, if you select the option to go on the walk and the city you entered has a low wind speed, the hat simply won't move. The faster the current wind speed is in the city, the faster the hat moves.

```
Can you watch over my hat? I promise, I'll be back in a few minutes! (y/n)
y
Great! please be careful and don't lose it.

      🧢
HEY?!?! Where did my hat go?.
Do you want to choose another scenario? (y/n)
```

For the option to get ice cream, the program checks if the current weather of the city is cold or hot to either freeze or melt the ice cream.

```
Can you look after my ice cream please? (y/n)y
Awesome! I'll be back in a few, just make sure nothing happens to it!
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I think it might be too cold for me to eat this ice cream now 🥶
Do you want to choose another scenario? (y/n) |
```

I hope the user will be able to recognize that there's a connection through these mini stories. It blends the data and a little bit of humour. In the future, I would try to add more elements to make the experience more engaging, such as implementing audio effects. Or more developed visuals such as images but for this assignment, it satisfies the requirements. I did enjoy working on this assignment since it was a challenge to try to think creatively when using data.