from tkinter import \*

import pygame

import time

def Halloween\_Story1(win):

def final(tl: Toplevel,adj1,name1,adj2,noun1,animal,verb1,adverb1,adj3,name2,adj4,noun2,verb2,pnoun,verb3,verb4):

text = f'''

They say my school is haunted, my {adj1} friend, {name1}

says she saw a {adj2} {noun1} floating at the end of the hall

near the cafeteria.Some say if you {verb1} down that hallway at night, you'll hear a {animal} {verb2} {adverb1}.

My {adj3} friend {name2} saw a {adj4} {noun2} {verb3} under one of the tables

once. I hope I never see any {pnoun} {verb4}. Eating lunch there, is scary enough! '''

tl.geometry(newGeometry='1520x790')

Label(tl, text='Story:', bg='black',fg=('white'),font=("times",18,'bold'), wraplength=tl.winfo\_width()).place(x=275, y=550)

Label(tl, text=text,bg='black',fg=('white'), font=('times',18,'bold'), wraplength=tl.winfo\_width()).place(x=350, y=550)

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win, bg='black')

Label(NewScreen, image=photo1).pack()

NewScreen.title("MadLibS - SPOOKY SCHOOL")

NewScreen.geometry('1520x790')

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),hallo\_sound()]).place(x=25,y=15)

hallo\_sound()

Label(NewScreen, text='SPOOKY SCHOOL', bg='black',fg=('white'),font=('Jokerman',30,'bold')).place(x=575, y=30)

Label(NewScreen, text='Enter an adjective',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=150)

Label(NewScreen, text='Enter a girls name',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=200)

Label(NewScreen, text='Enter an adjective',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=250)

Label(NewScreen, text='Enter a noun',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=300)

Label(NewScreen, text='Enter a verb',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=350)

Label(NewScreen, text='Enter the name of an animal',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325 ,y=400)

Label(NewScreen, text='Enter a verb ending with -ing',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=450)

Label(NewScreen, text='Enter an adverb',bg='black',fg=('white'),font=('times',12,'bold')).place(x=325, y=500)

Label(NewScreen, text='Enter an adjective',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=150)

Label(NewScreen, text='Enter a boys name',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=200)

Label(NewScreen, text='Enter an adjective',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=250)

Label(NewScreen, text='Enter a noun',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=300)

Label(NewScreen, text='Enter a verb ending with -ing',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=350)

Label(NewScreen, text='Enter a plural noun',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=400)

Label(NewScreen, text='Enter a verb ending with -ing',bg='black',fg=('white'),font=('times',12,'bold')).place(x=775, y=450)

adj1 = Entry(NewScreen, width=17)

adj1.place(x=625, y=150)

name1 = Entry(NewScreen, width=17)

name1.place(x=625, y=200)

adj2 = Entry(NewScreen, width=17)

adj2.place(x=625, y=250)

noun1 = Entry(NewScreen, width=17)

noun1.place(x=625, y=300)

verb1 = Entry(NewScreen, width=17)

verb1.place(x=625, y=350)

animal = Entry(NewScreen, width=17)

animal.place(x=625, y=400)

verb2 = Entry(NewScreen, width=17)

verb2.place(x=625, y=450)

adverb1 = Entry(NewScreen, width=17)

adverb1.place(x=625, y=500)

adj3 = Entry(NewScreen, width=17)

adj3.place(x=1000, y=150)

name2 = Entry(NewScreen, width=17)

name2.place(x=1000, y=200)

adj4 = Entry(NewScreen, width=17)

adj4.place(x=1000, y=250)

noun2 = Entry(NewScreen, width=17)

noun2.place(x=1000, y=300)

verb3 = Entry(NewScreen, width=17)

verb3.place(x=1000, y=350)

pnoun = Entry(NewScreen, width=17)

pnoun.place(x=1000, y=400)

verb4 = Entry(NewScreen, width=17)

verb4.place(x=1000, y=450)

SubmitButton = Button(NewScreen, text="Submit", background="Blue", font=('Times', 12), command=lambda:[submit\_sound(),final(NewScreen, adj1.get(), name1.get(), adj2.get(), noun1.get(), animal.get(), verb1.get(),adverb1.get(),adj3.get(),name2.get(),adj4.get(),noun2.get(),verb2.get(),pnoun.get(),verb3.get(),verb4.get())])

SubmitButton.place(x=750, y=500)

Button(NewScreen,bg='black',image=Exit,command=lambda:[button\_sound(),destroy1()]).place(x=1395,y=665)

NewScreen.update()

NewScreen.mainloop()

def Halloween\_Story2(win):

def final(tl: Toplevel, colour1, verb1, num1, animal, adj1, tool, veg, vessel, colour2, noun1, fruit1, candy, noun2, noun3,verb2,furniture, colour3, noun4,noun5 ):

text = f'''

Today we had a substitute teacher for science class, with {colour1}

hair that {verb1} straight up {num1} inches high. His name was

Mr. {animal} and he said he'd show us why science was the most {adj1} class.

First, he used a {tool} and a {veg} to make a {vessel} of water turn {colour2}.

Then he made a {noun1} of the solar system using {fruit1},{candy} and {noun2}.

When the principal walked by and saw the substitue teacher using {noun3} to {verb2} the

{furniture} into {colour3} {noun4}, she asked him to show the class a movie about {noun5} instead.

The next day, we had a different substitute teacher.'''

tl.geometry(newGeometry='1520x790')

Label(tl, text='Story:', wraplength=tl.winfo\_width(),font=("Jokerman", 16)).place(x=300, y=530)

Label(tl, text=text,wraplength=tl.winfo\_width(),font=("Berlin Sans FB", 16)).place(x=400, y=530)

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win, bg='yellow')

Label(NewScreen, image=photo2).pack()

NewScreen.title("MadLibS - SUSSY SUBSTITUTE")

NewScreen.geometry('1520x790')

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),hallo\_sound()]).place(x=25,y=15)

hallo\_sound()

Label(NewScreen, text='SUSSY SUBSTITUTE',bg='orange',font=('Jokerman',30,'bold')).place(x=575, y=60)

Label(NewScreen, text='Enter a colour:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=150)

Label(NewScreen, text="Enter a verb ending with -ed:",bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=175)

Label(NewScreen, text='Enter a number:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=200)

Label(NewScreen, text='Enter an animal:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=225)

Label(NewScreen, text='Enter an adjective:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=250)

Label(NewScreen, text='Enter a tool:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=275)

Label(NewScreen, text='Enter a vegetable:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=300)

Label(NewScreen, text='Enter a vessel:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=325)

Label(NewScreen, text="Enter a colour:",bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=350)

Label(NewScreen, text='Enter a noun:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=150)

Label(NewScreen, text='Enter a fruit:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=175)

Label(NewScreen, text='Enter a type of candy:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=200)

Label(NewScreen, text='Enter a noun:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=225)

Label(NewScreen, text='Enter a noun:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=250)

Label(NewScreen, text='Enter a verb:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=275)

Label(NewScreen, text='Enter a type of furniture:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=300)

Label(NewScreen, text='Enter a colour:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=325)

Label(NewScreen, text='Enter a noun:',bg='orange',font=("Berlin Sans FB", 15)).place(x=775, y=350)

Label(NewScreen, text='Enter a noun:',bg='orange',font=("Berlin Sans FB", 15)).place(x=325, y=375)

colour1 = Entry(NewScreen, width=17)

colour1.place(x=625, y=150)

verb1 = Entry(NewScreen, width=17)

verb1.place(x=625, y=175)

num1= Entry(NewScreen, width=17)

num1.place(x=625, y=200)

animal = Entry(NewScreen, width=17)

animal.place(x=625, y=225)

adj1 = Entry(NewScreen, width=17)

adj1.place(x=625, y=250)

tool = Entry(NewScreen, width=17)

tool.place(x=625, y=275)

veg = Entry(NewScreen, width=17)

veg.place(x=625, y=300)

vessel = Entry(NewScreen, width=17)

vessel.place(x=625, y=325)

colour2= Entry(NewScreen, width=17)

colour2.place(x=625, y=350)

noun1= Entry(NewScreen, width=17)

noun1.place(x=1000, y=150)

fruit1= Entry(NewScreen, width=17)

fruit1.place(x=1000, y=175)

candy= Entry(NewScreen, width=17)

candy.place(x=1000, y=200)

noun2= Entry(NewScreen, width=17)

noun2.place(x=1000, y=225)

noun3= Entry(NewScreen, width=17)

noun3.place(x=1000, y=250)

verb2= Entry(NewScreen, width=17)

verb2.place(x=1000, y=275)

furniture= Entry(NewScreen, width=17)

furniture.place(x=1000, y=300)

colour3= Entry(NewScreen, width=17)

colour3.place(x=1000, y=325)

noun4 = Entry(NewScreen, width=17)

noun4.place(x=1000, y=350)

noun5 = Entry(NewScreen, width=17)

noun5.place(x=625, y=375)

SubmitButton = Button(NewScreen, text="Submit", background="orange",font=("Berlin Sans FB", 20), command=lambda:[submit\_sound(),final(NewScreen, colour1.get(), verb1.get(), num1.get(), animal.get(), adj1.get(), tool.get(), veg.get(), vessel.get(), colour2.get(), noun1.get(), fruit1.get(), candy.get(), noun2.get(), noun3.get(), verb2.get(), furniture.get(), colour3.get(), noun4.get(), noun5.get())])

SubmitButton.place(x=665, y=450)

Button(NewScreen,bg='black',image=Exit,command=lambda:[button\_sound(),destroy1()]).place(x=1395,y=665)

NewScreen.update()

NewScreen.mainloop()

def Christmas\_Story1(win):

def final(tl: Toplevel, noun1, adj1, noun2, adj2, verb1, verb2, pnoun1, food, pnoun2, adj3, verb3, verb4, noun3, name1, sverb1,adj4, noun4, verb5, at, name2, sverb2):

text = f''' Oh the {noun1} outside is {adj1}, but the {noun2} is so {adj2} and since we've no place {verb1},

Let it snow, let it snow, let it snow. It doesn't, {verb2} {pnoun1} of stopping and I brought some {food} for popping

the {pnoun2} are turned way down {adj3}, Let it snow, let it snow, let it snow. When we finally {verb3} good night,

'How I'll {verb4} going out in the {noun3}; But if {name1} really {sverb1} me tight, all the way home I'll be {adj4}.

The {noun4} is slowly {verb5} and, my {at}, we are still good-bye-ing, But as long as {name2} {sverb2} me so,

Let it snow, let it snow, let it snow'''

tl.geometry(newGeometry='1520x790')

Label(tl, text='Story:', wraplength=tl.winfo\_width(),bg='light blue',font=("Jokerman", 16)).place(x=725, y=550)

Label(tl, text=text,wraplength=tl.winfo\_width(),bg='light blue',font=("Berlin Sans FB", 16)).place(x=250, y=600)

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win, bg='yellow')

Label(NewScreen,image=photo3).pack()

NewScreen.title("MadLibS - Let it Snow!")

NewScreen.geometry('1520x790')

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),chris\_sound()]).place(x=25,y=15)

chris\_sound()

Label(NewScreen, text='Let it Snow!',bg='light blue',font=("Jokerman", 30)).place(x=650, y=10)

Label(NewScreen, text='Enter a noun:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=100)

Label(NewScreen, text="Enter an adjective:",bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=150)

Label(NewScreen, text='Enter a noun:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=200)

Label(NewScreen, text='Enter an adjective:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=250)

Label(NewScreen, text='Enter a verb:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=300)

Label(NewScreen, text='Enter a verb:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=350)

Label(NewScreen, text='Enter a plural noun:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=75, y=400)

Label(NewScreen, text='Enter an item of food:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=100)

Label(NewScreen, text="Enter a plural noun:",bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=150)

Label(NewScreen, text='Enter an adjective:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=200)

Label(NewScreen, text='Enter a verb:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=250)

Label(NewScreen, text='Enter a verb:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=300)

Label(NewScreen, text='Enter a noun:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=350)

Label(NewScreen, text='Enter a persons name:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=550, y=400)

Label(NewScreen, text='Enter a singular verb:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=100)

Label(NewScreen, text='Enter an adjective:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=150)

Label(NewScreen, text='Enter a noun:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=200)

Label(NewScreen, text='Enter a verb ending with -ing:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=250)

Label(NewScreen, text='Enter an affectionate term:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=300)

Label(NewScreen, text='Enter a persons name:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=350)

Label(NewScreen, text='Enter singular verb:',bg='light blue',font=("Berlin Sans FB", 13)).place(x=1000, y=400)

noun1 = Entry(NewScreen, width=17)

noun1.place(x=275, y=100)

adj1 = Entry(NewScreen, width=17)

adj1.place(x=275, y=150)

noun2= Entry(NewScreen, width=17)

noun2.place(x=275, y=200)

adj2 = Entry(NewScreen, width=17)

adj2.place(x=275, y=250)

verb1 = Entry(NewScreen, width=17)

verb1.place(x=275, y=300)

verb2 = Entry(NewScreen, width=17)

verb2.place(x=275, y=350)

pnoun1= Entry(NewScreen, width=17)

pnoun1.place(x=275, y=400)

food = Entry(NewScreen, width=17)

food.place(x=775, y=100)

pnoun2= Entry(NewScreen, width=17)

pnoun2.place(x=775, y=150)

adj3= Entry(NewScreen, width=17)

adj3.place(x=775, y=200)

verb3= Entry(NewScreen, width=17)

verb3.place(x=775, y=250)

verb4= Entry(NewScreen, width=17)

verb4.place(x=775, y=300)

noun3= Entry(NewScreen, width=17)

noun3.place(x=775, y=350)

name1= Entry(NewScreen, width=17)

name1.place(x=775, y=400)

sverb1= Entry(NewScreen, width=17)

sverb1.place(x=1300, y=100)

adj4= Entry(NewScreen, width=17)

adj4.place(x=1300, y=150)

noun4= Entry(NewScreen, width=17)

noun4.place(x=1300, y=200)

verb5 = Entry(NewScreen, width=17)

verb5.place(x=1300, y=250)

at = Entry(NewScreen, width=17)

at.place(x=1300, y=300)

name2= Entry(NewScreen, width=17)

name2.place(x=1300, y=350)

sverb2 = Entry(NewScreen, width=17)

sverb2.place(x=1300, y=400)

SubmitButton = Button(NewScreen, text="Submit", background="Blue",font=("Berlin Sans FB", 15), command=lambda:[submit\_sound(),final(NewScreen, noun1.get(), adj1.get(), noun2.get(), adj2.get(), verb1.get(), verb2.get(), pnoun1.get(),food.get(),pnoun2.get(), adj3.get(),verb3.get(),verb4.get(),noun3.get(),name1.get(),sverb1.get(),adj4.get(),noun4.get(),verb5.get(),at.get(), name2.get(), sverb2.get())])

SubmitButton.place(x=725, y=470)

Button(NewScreen,bg='light blue',image=Exit,command=lambda:[button\_sound(),destroy1()]).place(x=1395,y=665)

NewScreen.update()

NewScreen.mainloop()

def Christmas\_Story2(win):

def final(tl: Toplevel,adj1,noun1,relative,noun2,verb1,noun3,noun4,adj2,adj3,name,animal,location,adj4,holiday,adj5,noun5,noun6,noun7,adj6,noun8,adj7,holiday2):

text = f'''I have been a very {adj1} {noun1} this year. I always help my {relative} with chores around the {noun2} - It's my job to {verb1} the {noun3} and take out the {noun4} everyday.

I really hope that I am on the {adj2} list this year! I have done a lot of {adj3} things so I think that I deserve it!

I even helped {name} feed their {animal} while they were on vacation in {location}!

I have a few {adj4} {holiday} wishes this year, and I would love to see a {adj5} new {noun5}

underneath the tree with my name on it! It would make me the happiest {noun6} on the {noun7}! Oh, and if you could put a

{adj6} {noun8} inside of my stocking, that would be {adj7} too! Merry {holiday2}!

'''

tl.geometry(newGeometry='1520x790')

Label(tl, text='Story:',bg='red2',fg='ghost white',font=('Curlz MT',15,'bold'), wraplength=tl.winfo\_width()).place(x=50, y=600)

Label(tl, text=text,bg='red2',fg='ghost white',font=('Comic Sans MS',12,'bold'),wraplength=tl.winfo\_width()).place(x=100, y=600)

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win, bg='red4')

Label(NewScreen, image=photo4).pack()

NewScreen.title("MadLibS - Christmas Wish")

NewScreen.geometry('1520x790')

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),chris\_sound()]).place(x=25,y=15)

chris\_sound()

Label(NewScreen, text="Christmas Wish",bg='red2',fg='ghost white',font=('Blackadder ITC',25,'bold')).place(x=650, y=10)

Label(NewScreen, text='Enter an adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=100)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=150)

Label(NewScreen, text='Enter a relative :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=200)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=250)

Label(NewScreen, text='Enter a verb:',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=300)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=350)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=75, y=400)

Label(NewScreen, text='Enter an adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=100)

Label(NewScreen, text='Enter an adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=150)

Label(NewScreen, text='Enter a name :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=200)

Label(NewScreen, text='Enter an animal :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=250)

Label(NewScreen, text='Enter a location :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=300)

Label(NewScreen, text='Enter an adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=350)

Label(NewScreen, text='Enter an holiday :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=550, y=400)

Label(NewScreen, text='Enter an adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=100)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=150)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=200)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=250)

Label(NewScreen, text='Enter a adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=300)

Label(NewScreen, text='Enter a noun :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=350)

Label(NewScreen, text='Enter an adjective :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=400)

Label(NewScreen, text='Enter a holiday :',bg='red2',fg='ghost white',font=('Berlin Sans FB',15,'bold')).place(x=1000, y=450)

adj1 = Entry(NewScreen, width=17)

adj1.place(x=275, y=100)

noun1 = Entry(NewScreen, width=17)

noun1.place(x=275, y=150)

relative = Entry(NewScreen, width=17)

relative.place(x=275, y=200)

noun2 = Entry(NewScreen, width=17)

noun2.place(x=275, y=250)

verb1 = Entry(NewScreen, width=17)

verb1.place(x=275, y=300)

noun3 = Entry(NewScreen, width=17)

noun3.place(x=275, y=350)

noun4 = Entry(NewScreen, width=17)

noun4.place(x=275, y=400)

adj2 = Entry(NewScreen, width=17)

adj2.place(x=775, y=100)

adj3 = Entry(NewScreen, width=17)

adj3.place(x=775, y=150)

name = Entry(NewScreen, width=17)

name.place(x=775, y=200)

animal = Entry(NewScreen, width=17)

animal.place(x=775, y=250)

location = Entry(NewScreen, width=17)

location.place(x=775, y=300)

adj4 = Entry(NewScreen, width=17)

adj4.place(x=775, y=350)

holiday = Entry(NewScreen, width=17)

holiday.place(x=775, y=400)

adj5 = Entry(NewScreen, width=17)

adj5.place(x=1300, y=100)

noun5 = Entry(NewScreen, width=17)

noun5.place(x=1300, y=150)

noun6 = Entry(NewScreen, width=17)

noun6.place(x=1300, y=200)

noun7 = Entry(NewScreen, width=17)

noun7.place(x=1300, y=250)

adj6 = Entry(NewScreen, width=17)

adj6.place(x=1300, y=300)

noun8 = Entry(NewScreen, width=17)

noun8.place(x=1300, y=350)

adj7 = Entry(NewScreen, width=17)

adj7.place(x=1300, y=400)

holiday2 = Entry(NewScreen, width=17)

holiday2.place(x=1300, y=450)

SubmitButton = Button(NewScreen, text="Submit", background="blue",fg='ghost white', font=('Comic Sans MS', 10,'bold'), command=lambda:[submit\_sound(),final(NewScreen, adj1.get(), noun1.get(), relative.get(), noun2.get(), verb1.get(), noun3.get(), noun4.get(), adj2.get(), adj3.get(), name.get(), animal.get(), location.get(), adj4.get(), holiday.get(), adj5.get(), noun5.get(), noun6.get(), noun7.get(), adj6.get(),noun8.get(), adj7.get(), holiday2.get())])

SubmitButton.place(x=725, y=470)

Button(NewScreen,bg='red2',image=Exit,command=lambda:[button\_sound(),destroy1()]).place(x=1395,y=665)

NewScreen.update()

NewScreen.mainloop()

def Choice(win):

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win, bg='red4')

Label(NewScreen, image=choice\_pic).pack()

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),main\_sound()]).place(x=25,y=15)

Label(NewScreen, text="CHOOSE YOUR",bg='midnight blue',fg='ghost white',font=('Berlin Sans FB',50,'bold')).place(x=280, y=20)

Label(NewScreen, text="MADLIBS GENRE",bg='grey1',fg='ghost white',font=('Berlin Sans FB',50,'bold')).place(x=765, y=20)

NewScreen.geometry('1520x790')

Button(NewScreen,image=chris\_button,bg='ghost white',command=lambda:[button\_sound(),Chris\_choice(Screen),chris\_sound()]).place(x=215, y=650)

Button(NewScreen,image=halo\_button,bg='black',command=lambda:[button\_sound(),Hallo\_choice(Screen),hallo\_sound()]).place(x=1015, y=610)

Label(NewScreen, text="A",bg='midnight blue',fg='ghost white',font=('Cooper Black',40,'bold')).place(x=325, y=220)

Label(NewScreen, text="FUN",bg='midnight blue',fg='ghost white',font=('Cooper Black',40,'bold')).place(x=285, y=280)

Label(NewScreen, text="CHRISTMAS",bg='midnight blue',fg='ghost white',font=('Cooper Black',40,'bold')).place(x=180, y=340)

Label(NewScreen, text="THEME",bg='midnight blue',fg='ghost white',font=('Cooper Black',40,'bold')).place(x=250, y=400)

Label(NewScreen, text='A',bg='black',fg='ghost white',font=('Chiller',50,'bold')).place(x=1100, y=220)

Label(NewScreen, text='SPOOKY',bg='black',fg='ghost white',font=('Chiller',50,'bold')).place(x=1035, y=280)

Label(NewScreen, text='HALLOWEEN',bg='black',fg='ghost white',font=('Chiller',50,'bold')).place(x=975, y=340)

Label(NewScreen, text='THEME',bg='black',fg='ghost white',font=('Chiller',50,'bold')).place(x=1045, y=400)

def rules(win):

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win)

Label(NewScreen, image=how\_to\_play).pack()

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),main\_sound()]).place(x=25,y=15)

NewScreen.geometry('1520x790')

Label(NewScreen, text="HOW TO PLAY?",bg='black',fg='ghost white',font=('Berlin Sans FB',50,'bold')).place(x=225, y=75)

t= '''> One player acts as the “reader” and asks

the other players, who haven't seen the story,to fill in

the blanks with adjectives, nouns,exclamations, colors,

and more.

> These words are inserted into the blanks and

then the story is read aloud to give hilarious results.

> There are no winners or losers, only laughter.'''

Label(NewScreen, text=t,bg='black',fg='ghost white',font=('Cooper Black',23)).place(x=40, y=200)

def Chris\_choice(win):

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win)

Label(NewScreen, image=chris\_choice).pack()

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),main\_sound()]).place(x=25,y=15)

NewScreen.geometry('1520x790')

Label(NewScreen, text='CHOOSE YOUR STORY ',bg='black',fg='orange',font=('Comic Sans MS',50,'italic','underline')).place(x=625, y=100)

Button(NewScreen, text='LET IT SNOW',bg='black',fg='orange',font=('Comic Sans MS',40,'italic'),command=lambda:[button\_sound(),Christmas\_Story1(Screen)]).place(x=800, y=300)

Button(NewScreen, text='CHRISTMAS WISH',bg='black',fg='orange',font=('Comic Sans MS',40,'italic'),command=lambda:[button\_sound(),Christmas\_Story2(Screen)]).place(x=725, y=500)

def Hallo\_choice(win):

def destroy2():

NewScreen.destroy()

NewScreen = Toplevel(win)

Label(NewScreen, image=halo\_choice).pack()

Button(NewScreen, image=back,command=lambda:[button\_sound(),destroy2(),main\_sound()]).place(x=25,y=15)

NewScreen.geometry('1520x790')

Label(NewScreen, text='CHOOSE YOUR STORY ',bg='black',fg='orange',font=('Chiller',60,'italic','underline')).place(x=225, y=100)

Button(NewScreen, text='SPOOKY SCHOOL',bg='black',fg='orange',font=('Chiller',40,'italic'),command=lambda:[button\_sound(),Halloween\_Story1(Screen)]).place(x=350, y=300)

Button(NewScreen, text='SUSSY SUBSTITUTE',bg='black',fg='orange',font=('Chiller',40,'italic'),command=lambda:[button\_sound(),Halloween\_Story2(Screen)]).place(x=335, y=500)

def button\_sound():

pygame.mixer.music.load('D:/Madlibs/AUD-20220117-WA0015\_ (online-audio-converter.com).mp3')

pygame.mixer.music.play(loops=0)

def main\_sound():

time.sleep(0.25)

pygame.mixer.music.load('D:/Madlibs/game-music-7408.mp3')

pygame.mixer.music.play()

def chris\_sound():

time.sleep(0.25)

pygame.mixer.music.load('D:/Madlibs/christmas-knocking-to-the-door-60s-version-01-12463.mp3')

pygame.mixer.music.play()

def hallo\_sound():

pygame.mixer.music.load('D:/Madlibs/caves-of-dawn-10376.mp3')

pygame.mixer.music.play()

def submit\_sound():

pygame.mixer.music.load('D:/Madlibs/mixkit-arcade-score-interface-217.mp3')

pygame.mixer.music.play()

def destroy1():

Screen.destroy()

pygame.mixer.init()

Screen = Tk()

Screen.title("MadLibS")

Screen.geometry('1520x790')

Screen.config(bg="white")

photo=PhotoImage(file='D:/Madlibs/Mad\_Libs\_logo (1).png')

main\_baCK=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-11 092651.png')

choice\_pic=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-11 131415.png')

photo1=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-11 094326.png')

photo2=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-09 223105.png')

photo3=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-09 220616.png')

photo4=PhotoImage(file='D:/Madlibs/maximize-holiday-sales-with-crm-remarketing.png')

chris\_button=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-11 141433.png')

halo\_button=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-10 151710.png')

how\_to\_play=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-10 184213.png')

back=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-10 190346.png')

chris\_choice=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-11 105020.png')

halo\_choice=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-11 135837.png')

Exit=PhotoImage(file='D:/Madlibs/Screenshot 2022-01-18 003726.png')

Label(Screen,bg='white',image=main\_baCK).pack()

Label(Screen,bg='black',image=photo).place(x=200,y=150)

Label(Screen,bg='black',fg='ghost white',text="WORLD'S GREATEST WORD GAME ", font=('Berlin Sans FB',35,'italic')).place(x=115, y=550)

main\_sound()

bt1 = Button(Screen, text = " PLAY ",font=("Berlin Sans FB", 30,'italic'),bg='black',fg='cornflower blue',command=lambda:[button\_sound(),main\_sound(),Choice(Screen)])

bt1.place(x=1000,y=100)

bt2 = Button(Screen, text = "HOW TO PLAY ",font=("Berlin Sans FB",30,'italic'),bg='black',fg='cornflower blue',command=lambda:[button\_sound(),main\_sound(),rules(Screen)])

bt2.place(x=1000,y=300)

bt1 = Button(Screen, text = " EXIT ",font=("Berlin Sans FB", 30,'italic'),bg='black',fg='cornflower blue',command=lambda:[button\_sound(),destroy1()])

bt1.place(x=1000,y=500)