Ultimate Mad Libs 2.0:

Kay Ratcliff

CS 172

The goal is to create a game which is a combination of Madlibs and text-adventure style video games. The game will consist of randomized story parts for each genre that exist in template form as .txt documents. The program will read commands from this file and prompt the user for words to fill in the blanks before starting the game. When the player is then playing the game, the file will be read again, showing the player the text and filling in the player’s own words. The .txt file will also tell the program when to begin a fight in the playthrough part. The file set up may also allow the user to save the game.

My main concern for this project is managing the large number of files necessary to run. A goal is to have options for multiple genres, and that will require having a separate set of template .txt files for each genre. This will solve difficulties from version 1 in that each story piece no longer has to follow the same template for each genre, yet the word prompts can still be frontloaded. Another challenge will be using the text file to prompt the program to enact different functions, such as a “fight scene” where it will be prompted to create an opponent object with randomized hit points that the player will be prompted to choose a weapon (or skill, depending on the genre) to combat them. Another challenge will be saving certain words that will be reused, such as companion names and weapon names. These will probably be saved as variables that are declared in the beginning. Because most stories have these elements in common, each genre will likely have at least one of these.