Explanation of the New Program

1. **Story Selection**:

   ➢ Users can choose from three different story templates by entering a number (1, 2, or 3).

   ➢ This adds variety to the program, allowing users to play multiple times without repetition.

2. **Story Functions**:

   ➢ Each story template has its own function (story one, story two, story three).

   ➢ These functions define the structure of each story and specify the required inputs.

3. **Dynamic Input Collection**:

   ➢ Based on the chosen story, the program prompts the user for the appropriate inputs (e.g., names, places, actions).

   ➢ This ensures the inputs are directly relevant to the chosen template.

4. **Modularity**:

   ➢ Breaking the code into separate functions for each story improves organization and makes it easier to add new templates in the future.

5. **Error Handling**:

   ➢ The program validates the user's story selection, ensuring only valid inputs (1, 2, or 3) are accepted.

6. **Interactive and Fun**:

   ➢ The program incorporates randomness and adventure, offering a more engaging experience compared to a single static story.