Your final for this course is recreating the story of the 3 little pigs from the perspective of the wolf. Use the original version of the story to understand the kind of flow we want this program to progress through but do not strictly reproduce the original story. Use the bullet points below to modify the story.

Some notes before the bullet points though. This should be written from the perspective of your audience being children. Very similar to what you do for the Goldilocks assignment in Programming 2. (Some of you just did that assignment too lol)

I'm also heavily grading on readability. I'm not expecting absolute perfection in writing but I do expect a something better than just displaying to the player 3 options with no context or explanation.

1. General layout of the game should be, an opening for the wolf(player) to understand what's going on, at least 3 locations where the player makes a choice about what to do to move forward and a conclusion of the story.

2. Give the wolf (player) a reason on why they are chasing the pigs to their 3 homes(locations), other than the wolf is hungry.

3. The homes can be whatever you want them to be. They do not have to be made of straw, sticks or bricks. Heck they don't even have to be strictly homes.

4. At the 3 homes the wolf visits, there should be at least 2 choices made by the wolf. At least one choice that modifies the story and a choice that lets them move onto the next location.

5. Having a choice means there are multiple options. Each option should result in something happening. You can advance the story, make a joke, give the player an item, and so on.

6. Clear old text out of the way as the player progresses to new choices/locations for clarity.

7. No one dies in the story and keep the story at most PG.