```
4 def game():
      print('Where do you want your story to start? Type either home, school, or park: ')
       setting = raw input()
       If setting == 'home':
        home() # These three bring the code to the matching def
       elif setting == 'school':
        school()
       else:
        park()
13
14
     def home():
       noun = raw input('Name a noun: ')
       adjective = raw_input('Name an adjective: ')
       verb = raw_input('Name a verb: ')
       verb2 = raw input('Name another verb: ')
       adjective2 = raw_input('Name another adjective: ')
       verb3 = raw_input('Name another verb: ')
       noun2 = raw input('Name another noun: ')
       print('You walk into the living room and see a \' + noun + '\'. You walk toward it. It
       is very \'' + adjective + '\'. Then it starts to \'' + verb + '\'! On your way to the
       kitchen the floor starts to \'' + verb2 + \' . As you enter the kitchen the \'' +
       adjective2 + '\' sink starts to \'' + verb3 + '\'. When you run outside the neighbors
       look at you suspiciously. Then the \'' + noun2 +'\' chases you back into your house where
       everything has gone back to normal. You lay down on your bed thinking, what a weird day.')
      next = raw_input('Would you like to play again? Type yes or no: ')
      if next == 'yes':
       game()
27
       print('Thanks for playing!')
28
29 def school():
30
     noun = raw_input('Name a noun: ') # I looked back at my earlier projects to find this
31
      verb = raw_input('Name a verb: ')
       adjective = raw input('Name an adjective: ')
33
       adjective2 = raw_input('Name another adjective: ')
34
       noun2 = raw_input('Name another noun: ')
35
       verb2 = raw_input('Name another verb: ')
       verb3 = raw input('Name another verb: ')
       print('On your way to school a \'' + noun + '\' starts to \'' + verb + '\'. You quickly
37
        walk toward the \'' + adjective + '\' school. The entrance is very \'' + adjective2 +
        '\'. As you walk to class a \'' + noun2 + '\' starts to \'' + verb2 + '\'. When you enter
        the classroom a desk starts to \'' + verb3 + '\'. When you head home you think that it
        has been a long day.') # I found the \'' + + '\' in another project from earlier in the
        book = raw input('Would you like to play again? Type yes or no: ')
38
39
       if book == 'yes':
40
         game()
41
       else:
42
         print('Thanks for playing!')
43
44
     def park(): # Holds the data underneath it in all defs
       noun = raw input('Name a noun: ') # Prints and stores data happends in the two earlier
45
       defs as well
       adjective = raw input('Name an adjective: ')
       verb = raw input('Name a verb: ')
47
       noun2 = raw_input('Name another noun: ')
49
       adjective2 = raw_input ('Name another adjective: ')
50
       verb2 = raw_input('Name another verb: ')
51
       noun3 = raw input('Name another noun: ')
        print('At the park the \'' + noun + '\' starts to dance. Later the \'' + adjective + '\'
52
        slide stars to \'' + verb + '\'! The \'' + noun2 + '\' stares at you until you finally
        leave. The \'' + adjective2 + '\' sidewalk starts to \'' + verb2 + '\'. As you run home
        the \'' + noun3 + '\' laughs at you until you reach the safty of your home. You go to bed
        thinking that the day was very interesting.')
       cool = raw input('Would you like to play again? Type yes or no: ')
55
         game() # Brings the code to the def game it happends in the two earlier defs as well
57 | print('Thanks for playing!') # Ends the code it happends in the two earlier defs
```

2 #Erin Ashbaugh