Use Case Story:
User wants to gain entertainment by filling out a game of Mad Libs.

Assumption:
User has gotten the URL to the website.

Steps:
0. User loads home page
0. User chooses one of three possible stories
0. User is redirected to fill in page
0. User inputs options for all variables of word choices
0. User enters submit button
0. User is redirected to story page

Variables:
- User types a word in text box > it will appear in the story
- User chooses random word option > random word appears in text box, and in the story
- User doesn't input a word > space is left blank
- User decides to choose another story before finishing > user may hit back button
- User decides to try another story > User may enter, "Try Another One!" Button