

STORY GENERATOR

using SWI-Prolog

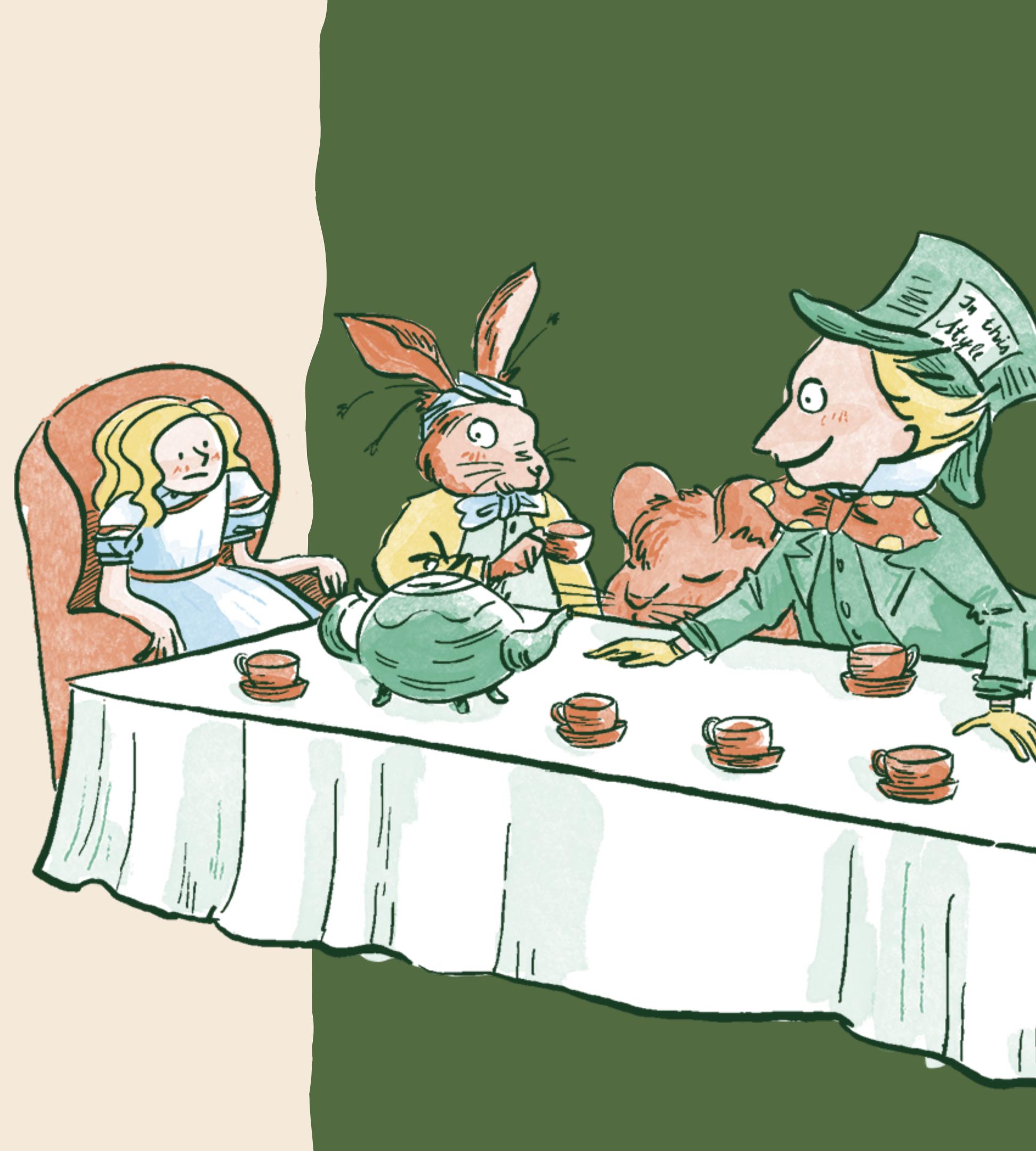
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PROJECT TOPIC

Developing a basic story generator using Prolog programming language.

This project aims to develop a basic story generator using Prolog programming language. It delves into the creative potential of Prolog by enabling it to construct narratives based on user input and predefined rules.



MOTIVATION

- **Explore the creative potential of Prolog:** This project aims to showcase how Prolog's logic programming capabilities can be applied to generate creative text formats like stories.
- **Combine technical and creative aspects:** The project bridges the gap between technical programming and creative storytelling, offering a unique learning experience.



SCOPE

- Education and Learning
- Creative writing prompts
- Interactive storytelling
- Language learning
- Entertainment and Leisure
- Educational apps and games
- Writers' block assistance
- Creative Exploration and Inspiration
- Therapy and counseling



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IMPLEMENTATION

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TREASURE HUNT ADVENTURE



i run.
Welcome to Adventure Island!
devin is at HOME
treasure is at LOWLANDS
devin moves from HOME to LOWLANDS
devin takes treasure
devin moves from LOWLANDS to HOME
devin is at HOME
devin has the treasure
true.

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IMPLEMENTATION

CINDERELLA



```
?- cinderella_story.  
Cinderella goes to the ball.  
Cinderella leaves her shoes at the ball.  
The prince finds the shoes at the ball.  
The prince finds Cinderella at her home and matches the shoe.  
true.
```



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IMPLEMENTATION

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VACATION STORY

```
?- run_story('Alex', 'AZ123', 'Greece', 'Navagio Beach', 'orange juice').  
Alex takes the flight AZ123 to Greece.  
Alex relaxes on the Navagio Beach.  
Alex drinks some delicious orange juice.  
true
```

LET'S GO

ADVENTURE

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THANKYOU!

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