

Interactive story writing system

Scenario

Your local library decided to use the internet to enhance children's writing capabilities. In particular, they want to create a website that allows children to interactively write stories. The story writing experience should range from just entering a few words in places and making deterministic choices to fully writing the story on a given topic.

In order to really attract the children they would like a highly interactive system, which also shows the finished story in an attractive _story-book_ format, including illustrations. The system is planned for the age group 7 years to 11 years, therefore it should cater for a range of abilities.

They hire you to create a functional prototype of the system on which you can show how the system would work without providing the full functionality. The following are the requirements for the prototype:

- The interface should be created as if there were a database of stories but only implement the functionality for one story of your choice.
- Illustrations related to the story should be included, among which the writers can select three illustrations for their story, which will be presented in the finished story-book_.
- At least three different _expertise levels_ should be offered to the children: novice, medium, expert.
- For the _novice writer_ at least five different routes for the chosen story should be implemented. More exactly, at different stages in the writing, the writer should be able to choose among several different options which would lead to the different endings (for example, different environment for one stage, different kind of object used at another stage, etc.). The built-in story variants should contain at least 20 sentences in any case.
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- To the _expert writer_ only hints to be given at the different stages of the story. Some basic form of control may be implemented to check for example whether a story is of reasonable length and consequently to provide appropriate feedback messages.
- At different stages of the writing, the writer should be able to decide whether to move to a different _expertise level_ and continue the story on that level.
- At least four different stages of story-writing should be present in the prototype: introduction, minimum two stages for story developing, conclusion.