

## AI Storyteller Summary

In this project, I created a program that generates different stories based on the choices of the user. The aim of the project was to combine creativity with programming and show how code can produce different results from a set of options.

First, I planned the structure of the program. The user can choose between several story genres, such as tragedy, comedy, adventure, fantasy, science fiction, mystery, and romance. The user also selects the type of character, which can be an animal, a person, an object, or a mythical creature. Finally, the user chooses the length of the story, either short or long.

After planning the structure, I wrote the code using conditional statements such as if and elif. The program checks the choices made by the user and then selects the correct story that matches those options. Since this is an AI story simulator, stories used in the project were generated by AI (chatgpt). Short stories contain around 6–8 sentences, while long stories are about twice as long.

The final result is an interactive story generator where people can create different stories by choosing a few simple options. This project helped me practise planning, programming logic, and combining technology with creativity.

### Project Links

Link of the project video: [ISA Competition video.mp4](#)

Link of the project folder: [storyteller.zip](#)