

Story Generation Language

Written by Administrator

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The "S Language" is a fun little toy for generating random phrases, sentences, and even stories. It currently runs inside of a Windows-based interpreter. Someday, we would like to deploy this language for the creation of online chatterbots, interactive stories, and "learning" systems. This will likely require a complete rewrite of the interpreter -- largely for performance reasons -- and some more exacting attention paid to linguistics research.

The full documentation and interpreter can be viewed [here](#) .