

- User can create a new story
 - User loads up CLI
 - User is presented with choices to create a story, play a story, or import file
 - User selects create story
 - Inputs a title
 - Inputs root content
 - Inputs a condition
 - Inputs next story node content
 - User can add another condition or edit new node
 - Add another condition
 - Inputs a condition
 - Inputs next story node content
 - Prompts them if this is an end node (possible end for the story)
 - Edit new node
 - Can adjust story content
 - Can add a condition
 - Is asked to link to a new node or a previously existing one
 - This process continues until user selects exit/finalize story
 - User selects finalize story
 - Finalize story function is called
 - If there are no problems, show a success message and return user to main screen
 - If there are nodes without children:
 - Print all these out
 - Allow user to edit them and add conditions
 - When all nodes are properly edited:
 - Print success message and return user to main screen
- User can export their story and reimport
 - User begins creating their
 - User selects export story
 - User inputs title for their file
 - File is created and prints out a confirmation message
 - Brings user back to main screen
 - User selects import story
 - Enters name of file
 - Calls check finalize story helper function on the story
 - If there are issues:

- Brings them back to create and prompts them to add children for the nodes that don't have any
 - Finalizes story, prints out a confirmation message
- If there are no issues:
 - Prints out confirmation message that file was imported
 - Brings user back to main screen
- User can play a story they previously created
 - User loads up CLI
 - User is presented with choices to create a story, play a story, or import file
 - User selects play story
 - User enters name of story they created
 - Prints out message that the story was selected
 - Prints out root content (first node) along with choices and conditions
 - User selects a choice
 - Takes them to the node associated with that choice
 - Plays through until they reach an end node, which will ask them to play again or quit
 - Play again takes them back to the beginning
 - Quit takes them back to the main screen
- User can play a sample story
 - (same as previous scenario)
- User can delete a node
 - User can choose what to do with each child of the deleted node
- User can delete specific children of a node