

# Gameplan (in order of priority)

## Utilities

- Intake of rules
- Transformation of non-binary rules into binary rules
- Generation of new rules using optionality
- Generation of new rules using \*

## Sentence parsing

- Earley parser
- Transformation of binarized tree into non-binarized tree

## Tree generation

- Take in a tree object and generate svg using `Luxor.jl`
- Create a tree creation website using svg generation
  - This will provide practice building MVC in Genie.jl and generation of trees

## Sentence generation

- Generate random sentences using phrase structure rules
- Implement length cutoff in case of recursive rules

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kenneth