

## Chat box tutorial

### Question 1

Main task	Breakdown
Sprite and Stage	Switch sprite costume
Greet user	say "Hello. Let me tell you a story. But I need your inputs." for 2 seconds ask "Do you want to hear a story? Please answer either Yes or No"
Check for answer	if <(answer) = Yes> ask "What's your friend's name? and wait set [friend's name] to (answer) ask "What's your favorite animal? and wait set [animal] to (answer) ask "Where would you like to go? and wait set [place] to (answer) ask "What's your favorite item? and wait set [item] to answer
Complete the conversation	switch to costume say "Right now, I will tell you a story. Listen carefully," for 3 seconds say "One day, " for 3 seconds say (join[friend's name] (join [and] [animal])) for 3 seconds say (join[ go to ] (join [place](join [ to see the ] [item])))) for 3 seconds switch to costume say "Hahahahahaha!" for 3 seconds
Wind up conversation	if <(answer) = No> say "Goodbye! Thank you." for 3 seconds

When accept input typed in by the user, we should always provide a **short, helpful message** (called a **prompt**) to tell the user what they're expected to enter. Meaningful prompts are short but informative – it helps to include a hint about the range of acceptable values.