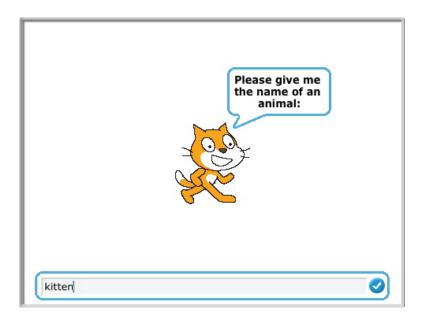# CATLIBS



> **Please give me the name of an animal:**

`kitten`

Dynamically create a surprising story. Use the **ask**, **say**, **join** blocks, and **variables** to compose a short story based on suggested words.

**New sprite:** ☆

no scripts

Stage    Sprite1

1 script
4 variables

```
when [flag] clicked
say Welcome to CatLibs! for 2 secs
say Let's create a story together. for 2 secs
ask Please give me the name of a friend: and wait
set friend's name ▼ to answer
ask Please give me the name of an animal: and wait
set animal ▼ to answer
ask Please give me the name of a place: and wait
set place ▼ to answer
ask Please give me the name of a thing: and wait
set thing ▼ to answer
say One day, for 2 secs
say join friend's name join and a animal for 2 secs
say join went to join place join to see a thing for 2 secs
```

Pen    **Variables**

Make a variable
Delete a variable

☐ animal
☐ friend's name
☐ place
☐ thing

set animal ▼ to 0