

Here are three simple, interactive stories for kids, with different levels of scariness. Each story includes two interactive questions and possible story modifications based on user responses.

## **Not Scary Story: "The Friendly Forest"**

### **Initial Story:**

Once upon a time, in a friendly forest, there was a little bunny named Bubbles. Bubbles loved to hop around and make new friends. One day, Bubbles found a shiny, magical flower.

### **Interactive Questions:**

1. **Pepper:** "What should Bubbles do with the flower? Should Bubbles pick it up or leave it?"
  - **User Choice 1:** Pick it up.
  - **User Choice 2:** Leave it.

### **Story Branches:**

- **If User Chooses to Pick it Up:** Bubbles picked up the flower and suddenly, a rainbow appeared in the sky! Bubbles was excited and decided to follow the rainbow.
- **If User Chooses to Leave it:** Bubbles left the flower and continued hopping around. Soon, Bubbles found a friendly squirrel named Squeaky who wanted to play.

### **Continuation:**

Bubbles and Squeaky decided to explore the forest together. They heard a soft music coming from the bushes.

2. **Pepper:** "Should Bubbles and Squeaky follow the music or continue exploring?"
  - **User Choice 1:** Follow the music.
  - **User Choice 2:** Continue exploring.

### **Story Branches:**

- **If User Chooses to Follow the Music:** They followed the music and found a group of fairies having a picnic. The fairies invited them to join and they all had a wonderful time.
- **If User Chooses to Continue Exploring:** They continued exploring and found a hidden pond with colorful fish. They played by the pond and enjoyed the beautiful day.

## **Medium Scary Story: "The Mysterious Cave"**

### **Initial Story:**

Once upon a time, in a village near the mountains, there was a brave girl named Emma. Emma loved adventures. One day, she found a mysterious cave near her village.

### **Interactive Questions:**

1. **Pepper:** "What should Emma do? Should she enter the cave or go back to the village?"
  - **User Choice 1:** Enter the cave.
  - **User Choice 2:** Go back to the village.

### Story Branches:

- **If User Chooses to Enter the Cave:** Emma entered the cave and saw glittering crystals on the walls. She noticed a faint light deeper inside.
- **If User Chooses to Go Back to the Village:** Emma went back to the village and told her friends about the cave. Her friends decided to join her and explore the cave together.

### Continuation:

Inside the cave, Emma and her friends found an old map with a riddle.

2. **Pepper:** "Should they try to solve the riddle or continue exploring the cave?"
  - **User Choice 1:** Solve the riddle.
  - **User Choice 2:** Continue exploring.

### Story Branches:

- **If User Chooses to Solve the Riddle:** They solved the riddle and found a hidden treasure chest full of gold coins. They were thrilled with their discovery.
- **If User Chooses to Continue Exploring:** They continued exploring and found a beautiful underground lake with glowing water. They played by the lake and had an unforgettable adventure.

## Very Scary Story: "The Haunted House"

### Initial Story:

Once upon a time, there was a small town with an old, abandoned house on the hill. People said it was haunted. One night, a brave boy named Jack decided to investigate the house.

### Interactive Questions:

1. **Pepper:** "What should Jack do first? Should he enter the house through the front door or check the windows?"
  - **User Choice 1:** Enter through the front door.
  - **User Choice 2:** Check the windows.

### Story Branches:

- **If User Chooses to Enter through the Front Door:** Jack entered through the front door and heard a creaking noise. He saw shadows moving in the hallway.
- **If User Chooses to Check the Windows:** Jack checked the windows and saw flickering lights inside. He decided to enter through a broken window.

### Continuation:

Inside the house, Jack found an old diary with entries about strange occurrences.

2. **Pepper:** "Should Jack read the diary or explore the house further?"
  - **User Choice 1:** Read the diary.
  - **User Choice 2:** Explore the house.

### **Story Branches:**

- **If User Chooses to Read the Diary:** Jack read the diary and learned about the house's history. Suddenly, he felt a cold breeze and saw a ghostly figure approaching.
- **If User Chooses to Explore the House:** Jack continued exploring and found a hidden staircase leading to the basement. He heard whispers and felt a presence behind him.

### **Emotion Detection and Story Switching:**

- **If Pepper Detects Fear:**
  - Switch from "The Mysterious Cave" or "The Haunted House" to "The Friendly Forest".
- **If Pepper Detects No Fear:**
  - Continue with the current story or switch to a scarier story if currently on "The Friendly Forest" or "The Mysterious Cave".

### **Second Time Interaction:**

- Recognize the user using facial recognition or another method.
- Refer to the emotions detected from the previous interaction to choose the appropriate story level for the current session.

These stories provide a simple structure with interactive elements and allow the robot to adjust the story based on user responses and emotions.