

The screenshot displays the Alice Project interface. At the top center is a 3D scene with a black background and a small character in a green suit. To the left is a sidebar with a tree view containing objects: 'world', 'camera', 'light', and 'bob'. To the right is a 'world's details' panel with tabs for 'properties', 'methods', and 'function'. The 'properties' tab is active, showing a variable 'x' with a value of 1 and a 'create new variable' button. Below the scene is a script area with several blocks:

- bob say Enter a value (0-20) more...
- world.x set value to ask user for a number question = Enter a value (0-20) more... more...
- While either world.x < 0 or world.x > 20, or both
 - bob say Try again... more...
 - world.x set value to ask user for a number question = Enter a value (0-20) more... more...
- bob say Congratulations!!! more...
- bob move forward 20 meters more...