

# Appy and the Invisible Like Button



— *An Appy Adventure about tiny dances, real cheers, and friendship that happens off-screen.*



Appy and the Invisible Like Button  
An Appy Adventure



## A Tiny Dance

Appy practiced her tiny ghost dance.  
Wiggle left. Float right.  
Her three little hairs bounced like happy commas.



## No Button

Appy spun in a soft moonbeam.  
Then she looked around.  
There was no button to tell her the dance was  
liked.



## A Droopy Feeling

Appy's smile got tiny.  
"If nobody can like it," she whispered,  
"how do I know it was good?"



## Pipixel Builds

Pipixel rolled in with a box of sparkly parts.  
“I can build a button,” he said.  
“But it should be a friendship kind of button.”



## Invisible Button

The button was almost invisible.  
Only its heart-shaped sparkle outline showed.  
Appy blinked her googly eyes. “How does it  
work?”



## First Try

Appy danced again.  
The button did not glow.  
It waited quietly, like it was listening for  
something real.



## Real Cheers

Pipixel clapped his little square hands.  
“That spin made my scarf giggle!” he cheered.  
The invisible button glowed rose-gold.



## Not Just Numbers

Appy floated closer.

“It glows when someone cheers out loud?”

Pipixel nodded. “Real smiles are stronger than pretend counts.”



## The Friend Dance

Appy danced one more time.  
Pipixel cheered.  
Then Appy cheered for Pipixel's tiny square  
shuffle too.



## Liked in Real Life

At bedtime, the button rested on the shelf.  
It glowed softly when friends smiled at each other.  
Appy whispered, “Real cheers feel better than  
invisible likes.”



## About the Author

### Vijay Kukreja



Vijay is a creative writer, technologist, and storyteller who enjoys turning simple ideas into imaginative stories for young readers. His stories are shaped by his own experiences, observations, family life, and curiosity about how technology can support human creativity.

With the help of AI tools, Vijay explores characters, scenes, visuals, and story worlds in new ways. He uses these tools not as a replacement for imagination, but as a creative partner to help bring playful ideas to life.

His goal is to create fun, warm, and engaging stories that children can enjoy, parents can share, and families can read together.



# The End

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