

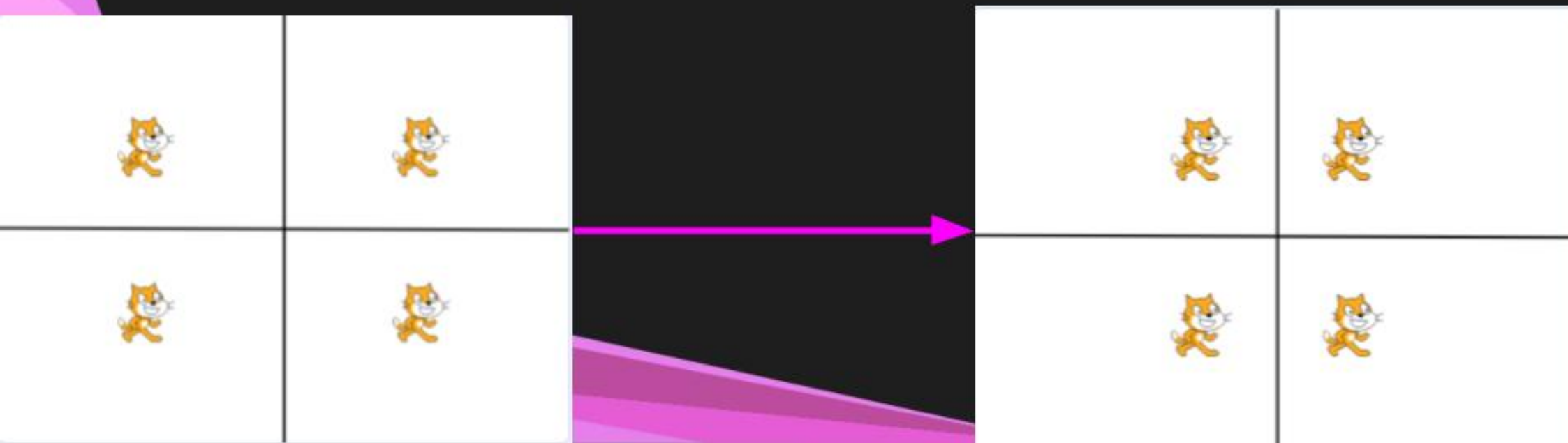
1. Fizzbuzzpop

Make the sprite count up from 1 by making the sprite say the numbers. However, if the number is a multiple of 3, replace the number with “fizz”. If the number is a multiple of 5, replace the number with “buzz”. If it is a multiple of 7, replace it with “pop”. If the number is a multiple of 2 of these numbers, then say both words. So, it should look like this:

1 2 fizz 4 buzz fizz pop 8 fizz 10 11 fizz 13 pop fizzbuzz 16
17 Fizz 19 buzz fizzpop 22

2. Mirrors

Put 4 sprite. The user can control one of them. Make it so that the other 3 mirror the first sprite.



3. Platformer Game

Draw a couple of platforms on the backdrop. Program a sprite which you can use left and right arrow to move, and up arrow to jump. Make the sprite able to stand on the platform and the bottom of the screen.