

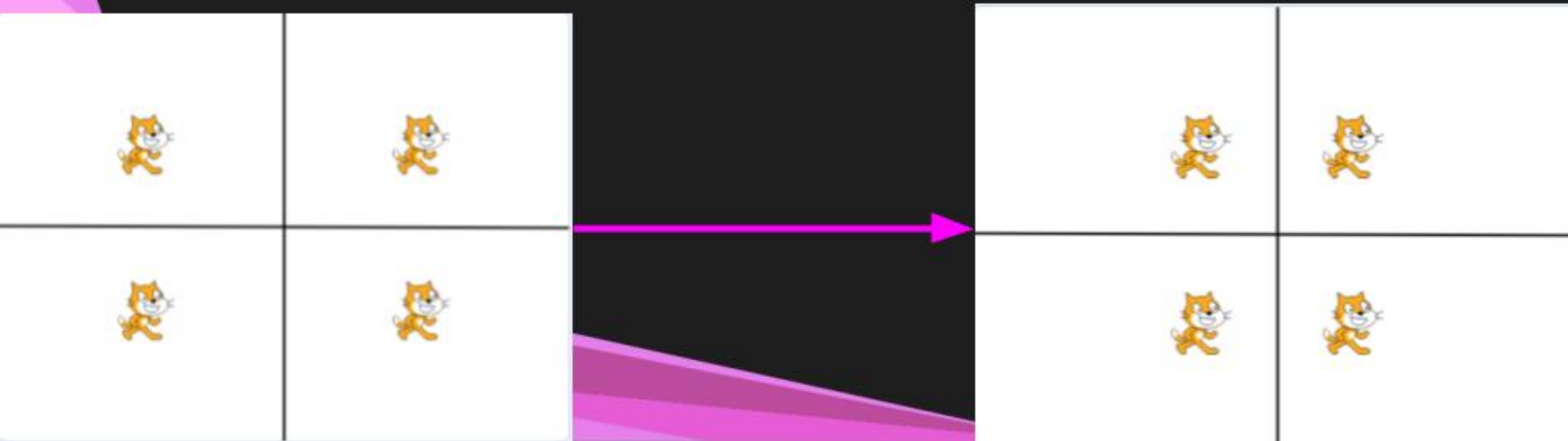
1. Fizzbuzzpop

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. Cat Drop

Create a program where the Cat is moved to a random location, then fall. Try to make the fall as realistic as possible. Then, it should bounce a few times, before stopping. You will be graded on how smooth the fall is, as well as how realistic it looks.