

1. Dices

Make the sprite ask for an input. Simulate the result of that number of dices rolled together and added up. Make the sprite say what the result is. For example, if the input is 3, you should simulate rolling 3 dices.

2. Reverse sentences

Make the sprite ask for a sentence. You need to reverse each word but not the order of the words. For example, if the input is, “Yoyo is a cool H4CK3R”, you should output, “oyoY si a looc R3KC4H”

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.