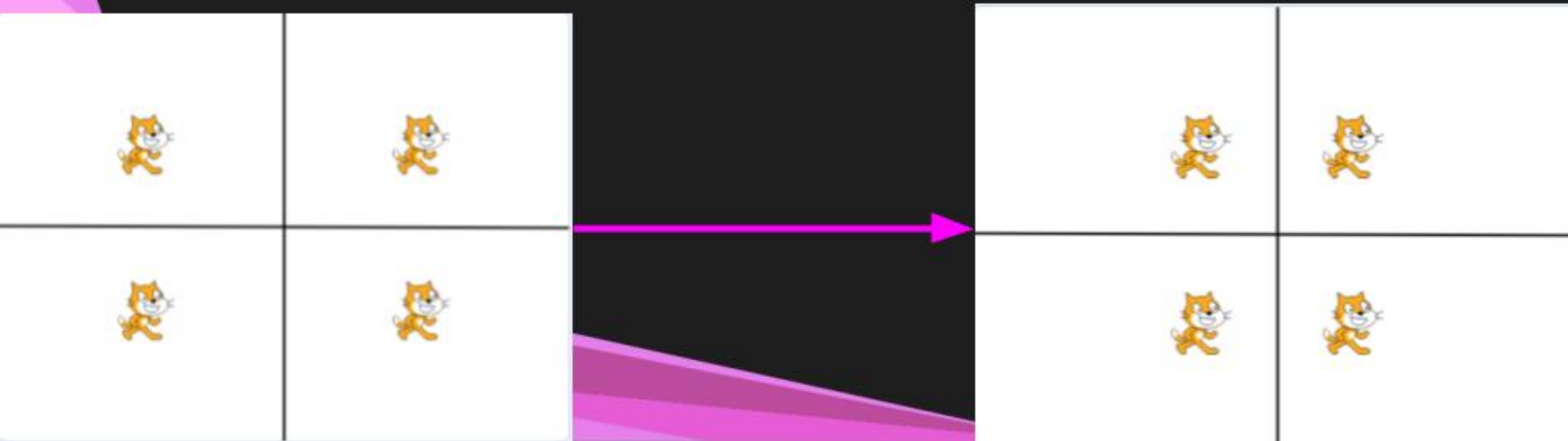


1. Dices

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. 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.