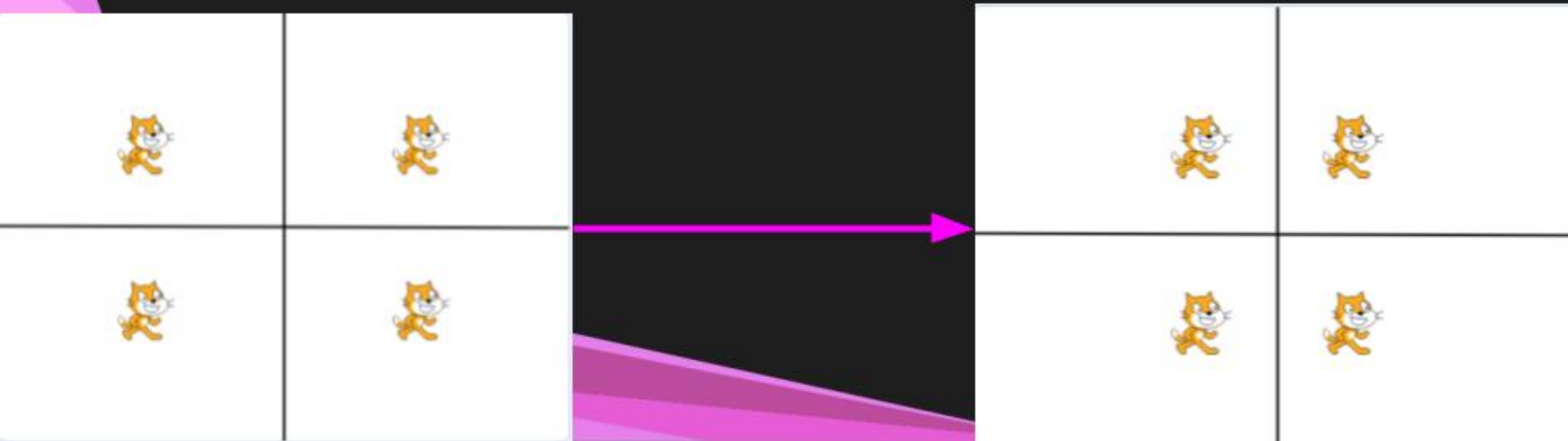## 1. Dices

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. Steps

Sam and John is in a PE lesson, and is doing exercises. You should ask for 3 inputs: A,B and C. Sam is running A meters forward, than A meters back. John is running B meters forward, than B meters back. Assuming they run at the same speed, and start at the same place and same time. Would John or Sam be in front of the other, when they have both ran C meters?