

# 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. Maze Game

Draw a Maze on the backdrop (it doesn't matter how good/bad your maze is). Create a sprite which you can control with your arrow keys. Program the sprite so that you return to the starting point if the sprite touches the walls.

### 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.