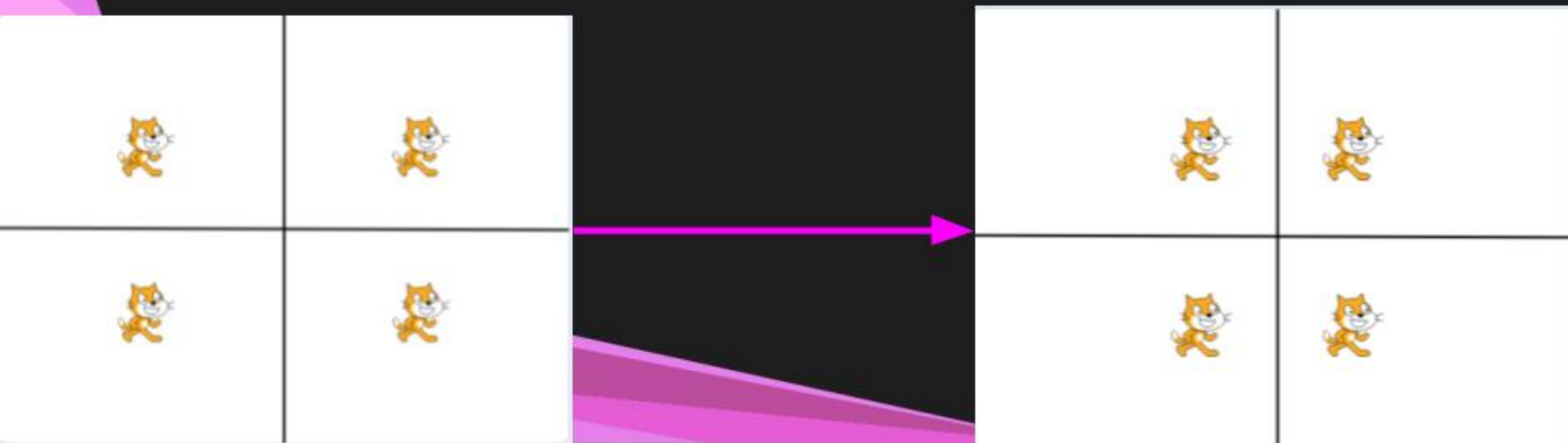


1. Cards

You have a normal deck of cards.
When the green flag is clicked, deal 2 random cards. You can just output the card in text form.

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.