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. New Sorting Algorithm

Kenny had a new idea for a way to sort numbers. He thinks that he could create a sorted sequence of numbers by going through the sequence, until he finds a number that is out of order. He will remove that number from the sequence, and start from the beginning. For example:

1 5 3 6 2 4 9 (3 is removed)
1 5 6 2 4 9 (2 is removed)
1 5 6 4 9 (4 is removed)
1 5 6 9 (final product)

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.