

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. 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. 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.