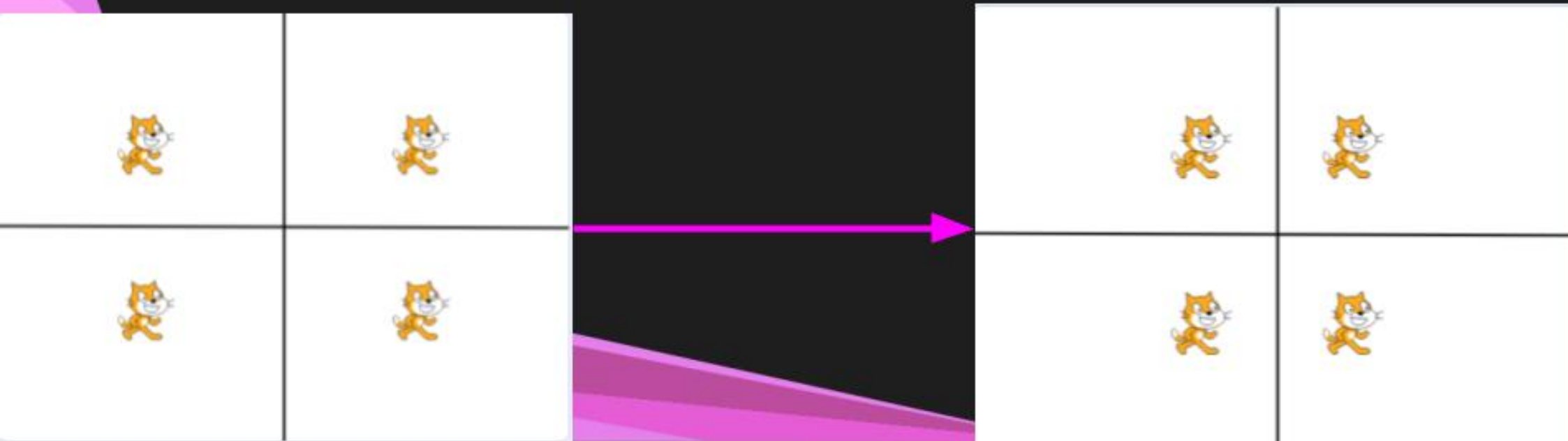


1. Draw

Make the sprite ask for an input. Draw a regular polygon with the number of sides equal to the number inputted. For example, if 4 is inputted, draw a square.

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.