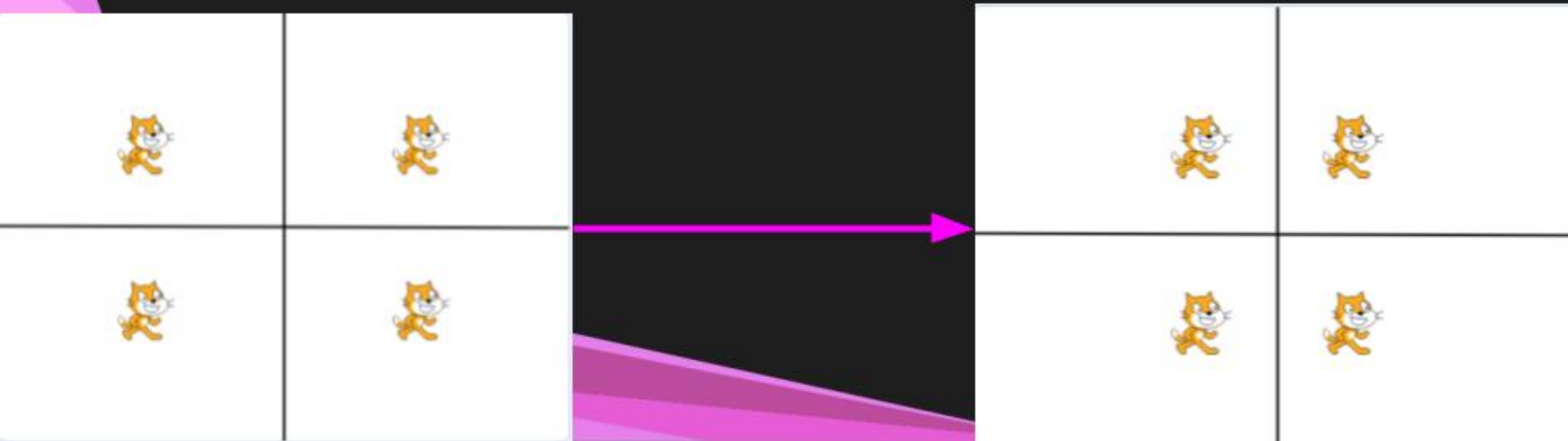


## 1. Dices

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. Mirrors

Put 4 sprite. The user can control one of them. Make it so that the other 3 mirror the first sprite.



### 3. Domino

Create a simulation, where a few (at least 3) domino will fall. Have it so that the first domino fall when the green flag is placed, and have the other domino fall when it is touched. Try to make it realistic, and try not to use fixed timings, where you program each domino to fall in a specific time.