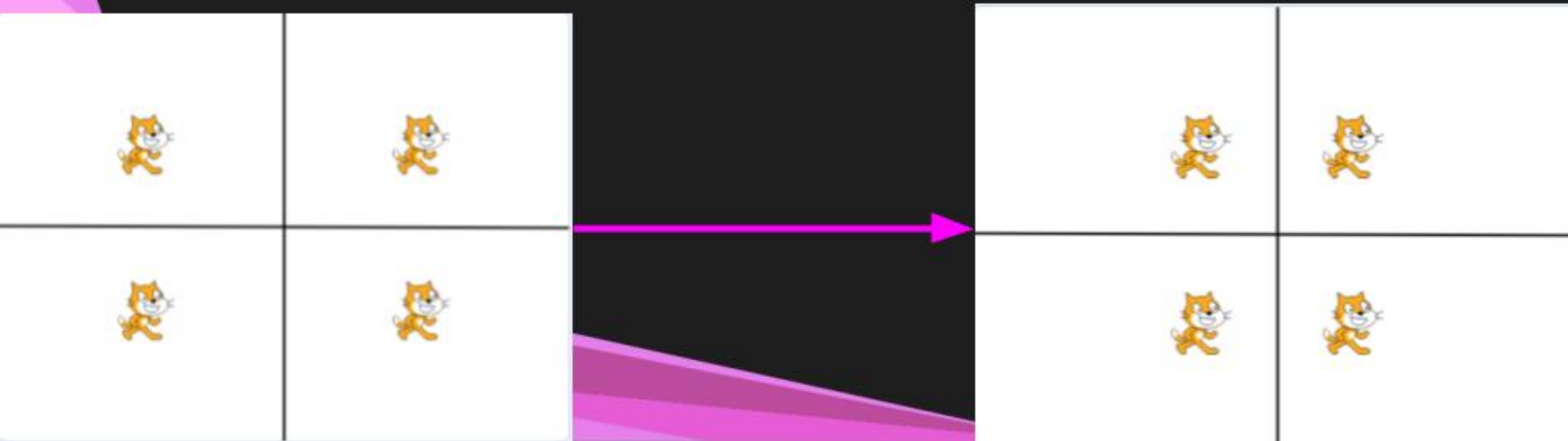# 1. Draw

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. 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.