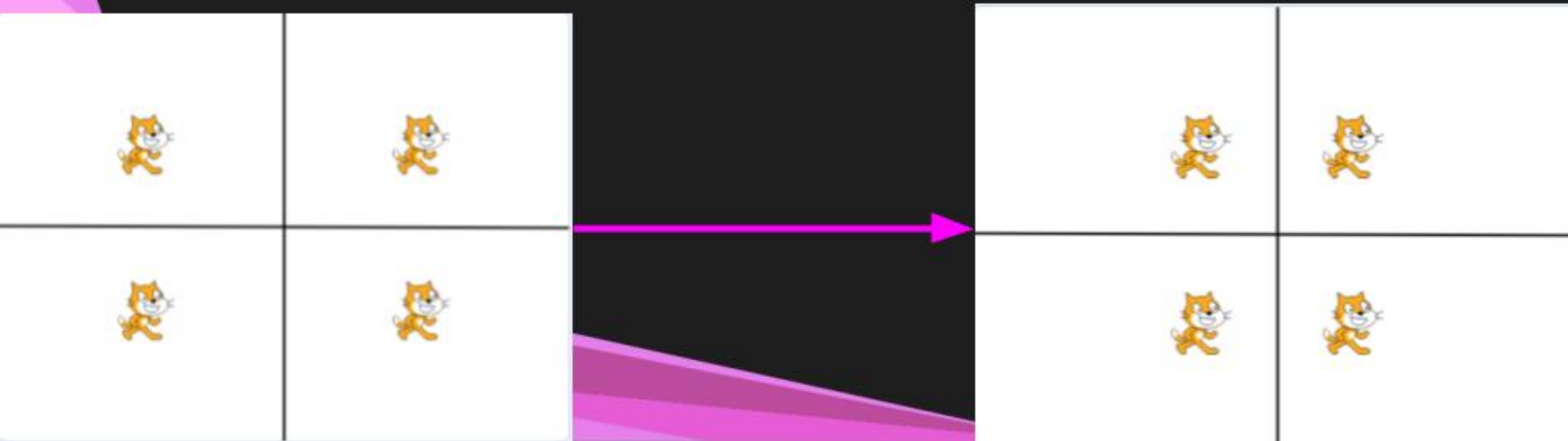


1. Draw

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. Pong

Try to make the classic game Pong with scratch. Just google or youtube this, if you are not familiar. Make both paddle be controlled by different keys -- For example, the right paddle by the up and down arrow, and the left paddle by 'w' and 's' key.