**Challenge:**

Create a simulation for rolling one six-sided die.

**Things you'll need to know:**

* How to bring in images for each side of the die.
* How to generate a random number (1 – 6) to represent each roll.

**Things to think about:**

* How will you display only the correct image based on the random number?

**Extensions**

* Can you add counters to keep track of how many times each number has been rolled?
* Can you think of a game to use your die (or dice)?
* Can you add statistical analysis for a number of rolls?
* Can you add sound effects?
* Can you make the die bounce around in the playfield as it is rolled?
* Can you add a way for the user to speed up or slow down the rolls?