Assignment 19 - Moving around Randomly

- In this program you will create a Sprite and then generate a random x value within the bounds of the screen and then create a random y value within the bounds of the screen and move your Sprite to that new location
- Once you get that working use a loop and move your Sprite 10 times after a 2 second delay
- Then create 2 other Sprites and have them move to their own random locations. They should start movement on the broadcast of the main Sprite
- As a challenge, if a Sprite lands in a space and is touching another Sprite have it make a sound