CAN YOU DESIGN A STORY AND PROGRAM A CHARACTER USING A DECK OF CARDS?

1. Using a deck of playing cards, remove all but the numerical cards.
2. Lay the cards randomly in a 5 by 5 grid, face down.
3. Use a miniature person or animal from another game or playset. Assign a unique movement your character must take with each number and/or color. For example, red 5 means move forward one.
4. Experiment by placing the character on a random card in the grid.
5. Flip the card and have the character take the actions you have assigned for the card and color.
6. Now, arrange the cards in such a way that the character will fulfill an intended purpose. For example, it will move from one corner of the room to the other. What cards would allow your character to achieve that mission? Add more cards and rules as desired.

Bonus: Create a story your character will follow as they navigate around the house.