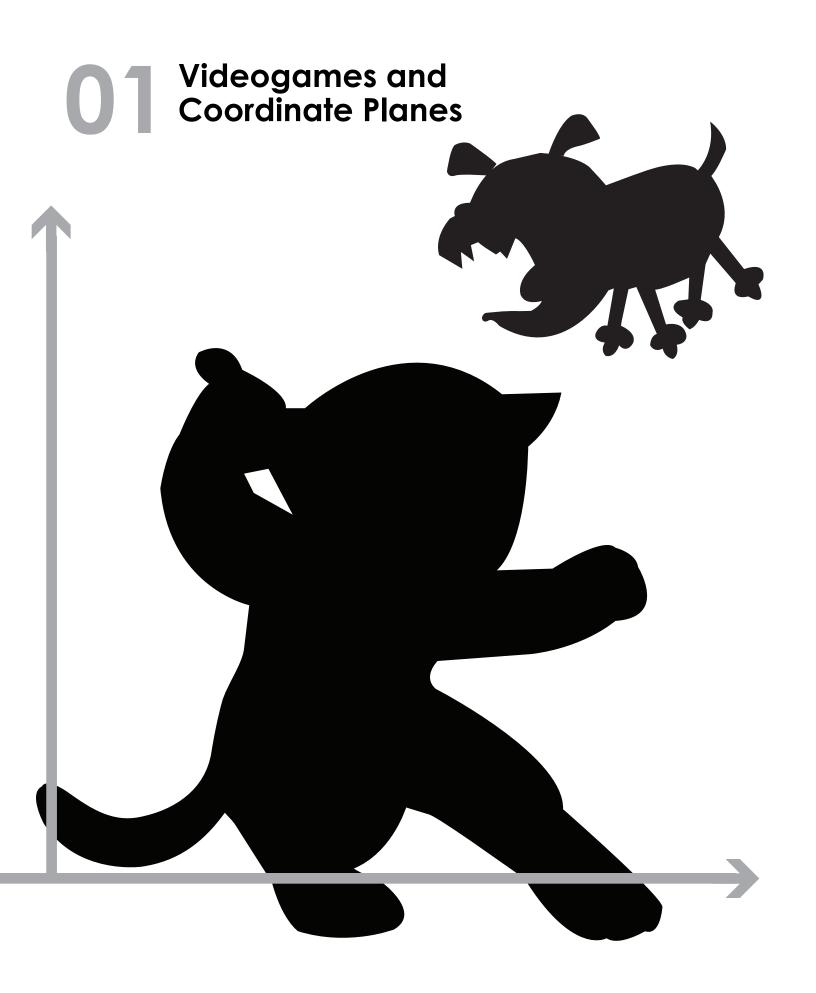
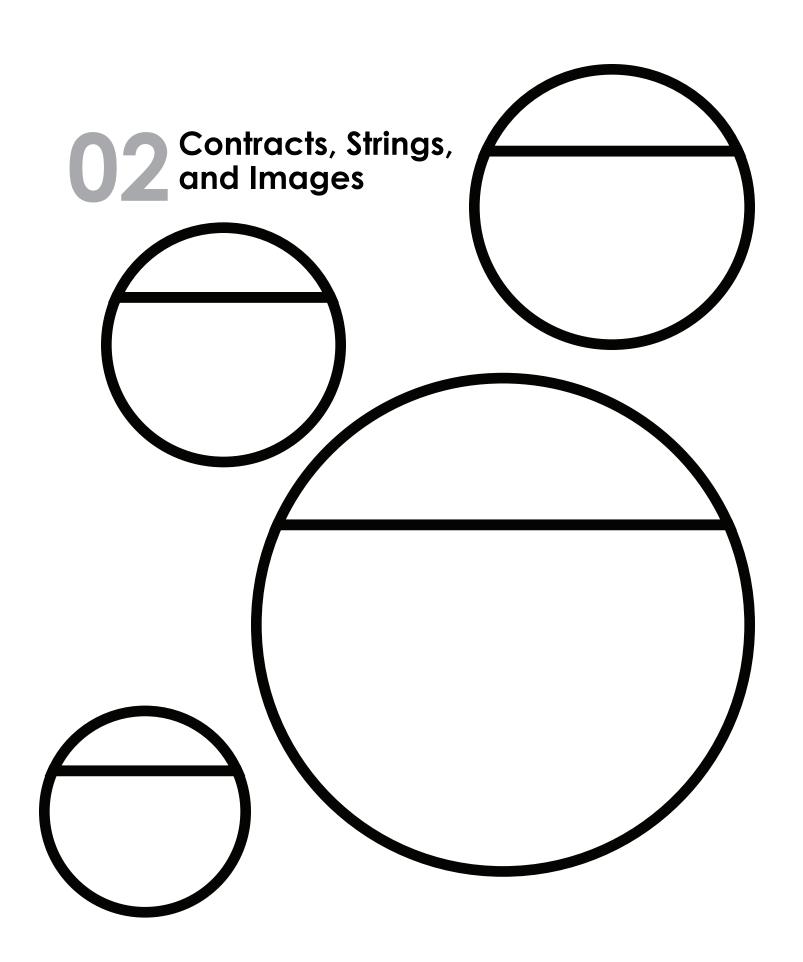
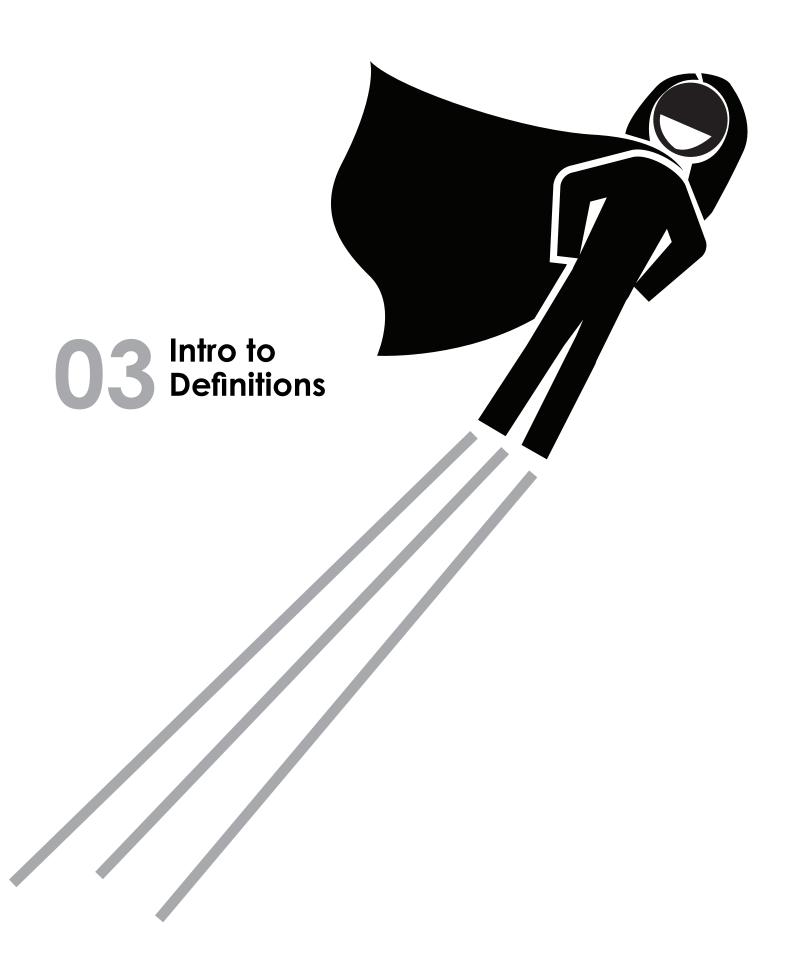
Bootstrap Units

01	Videogames and Coordinate Planes	06	Comparing Functions
02	Contracts, Strings, and Images	07	Conditional Branching
03	Intro to Definitions	08	Collision Detection
04	Design Recipe	09	Prepping for Launch
05	Game Animation	10	Additional Material





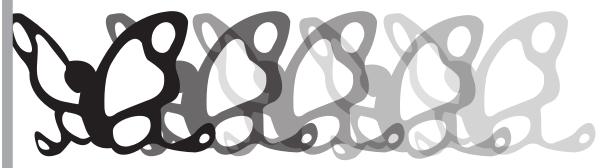


1 Contract 2 Example O4 Design Recipe 3 Definition

target



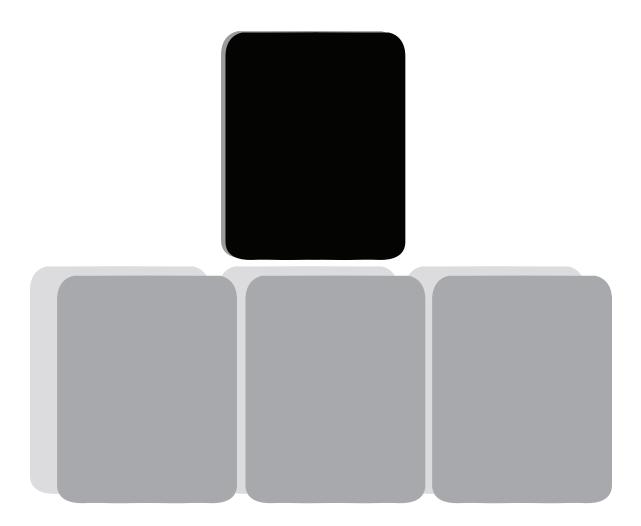
O5 Game Animation



"safe-left?"

Comparing Functions

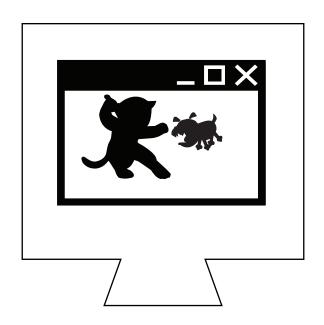
7 Conditional Branching



O8 Collision Detection

collision





Presentation Preparation



Additional Materials

