

Bootstrap Units

01 **Videogames
and
Coordinate
Planes**

02 **Contracts,
Strings, and
Images**

03 **Intro to
Definitions**

04 **Design Recipe**

05 **Game
Animation**

06 **Comparing
Functions**

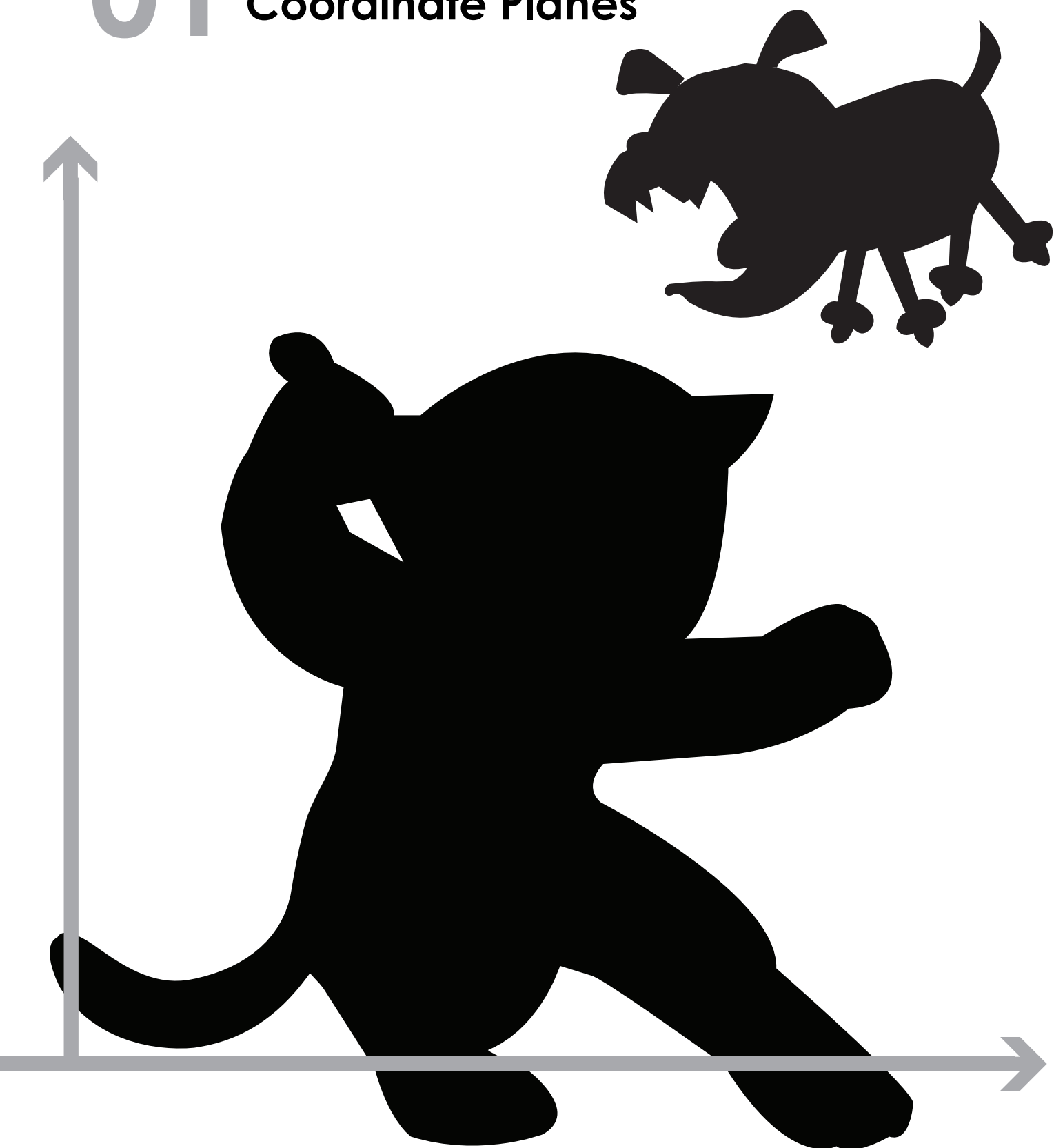
07 **Conditional
Branching**

08 **Collision
Detection**

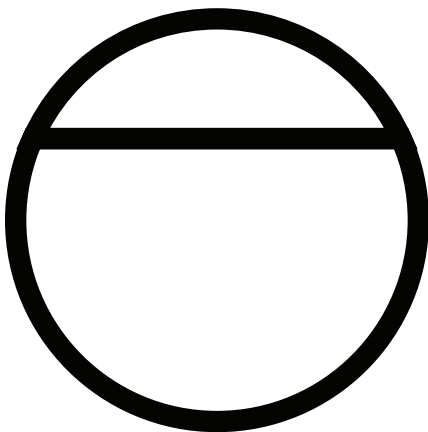
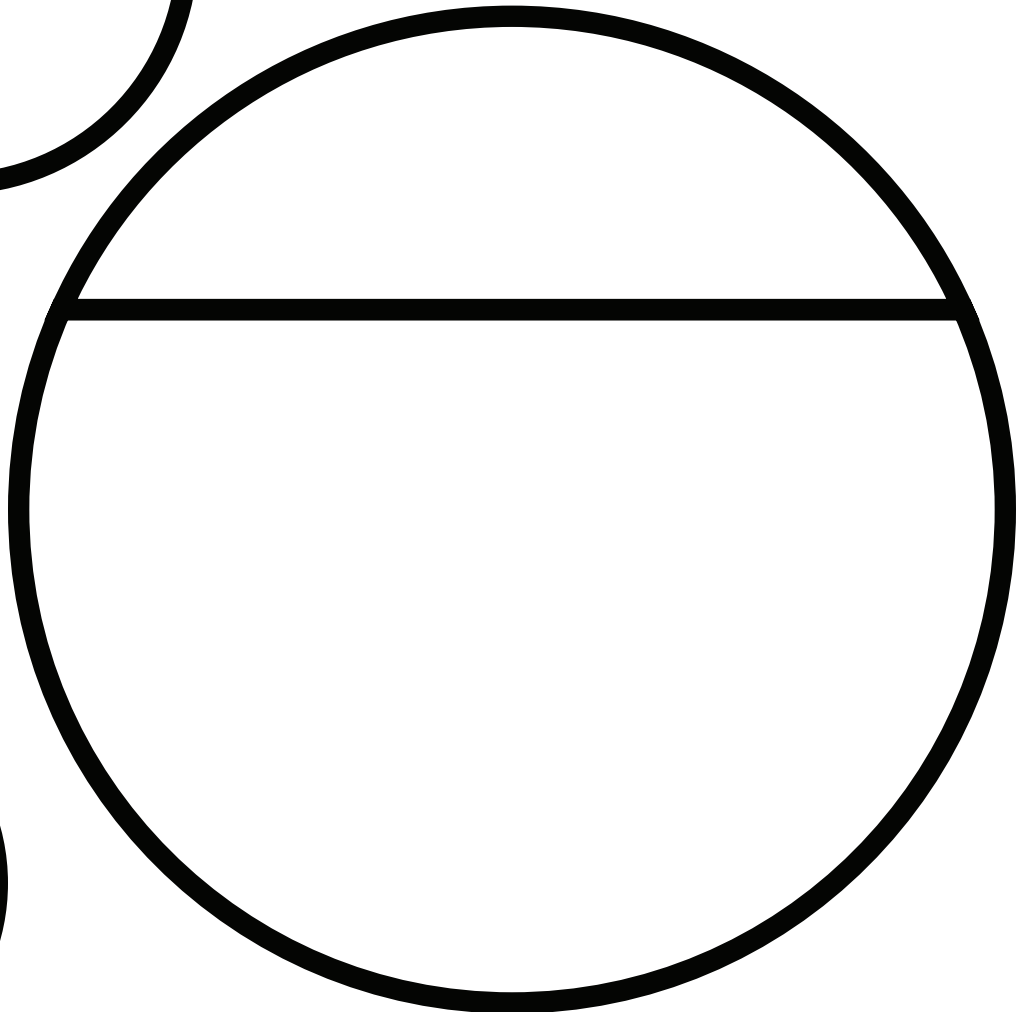
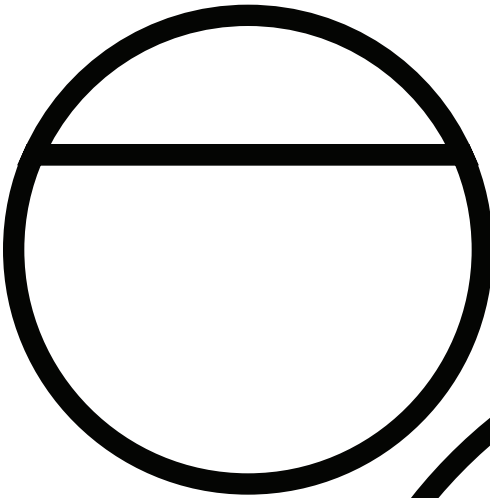
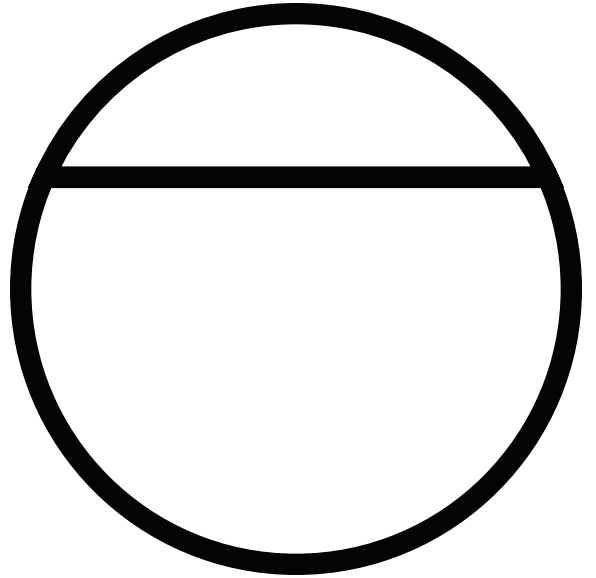
09 **Prepping for
Launch**

10 **Additional
Material**

01 Videogames and Coordinate Planes



02 Contracts, Strings, and Images



03 Intro to Definitions

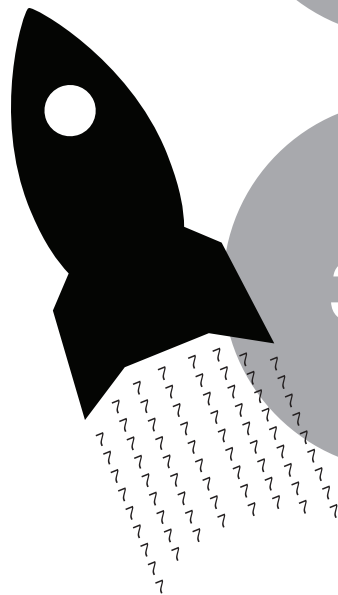


04 Design Recipe

1 Contract

2 Example

3 Definition



target



danger



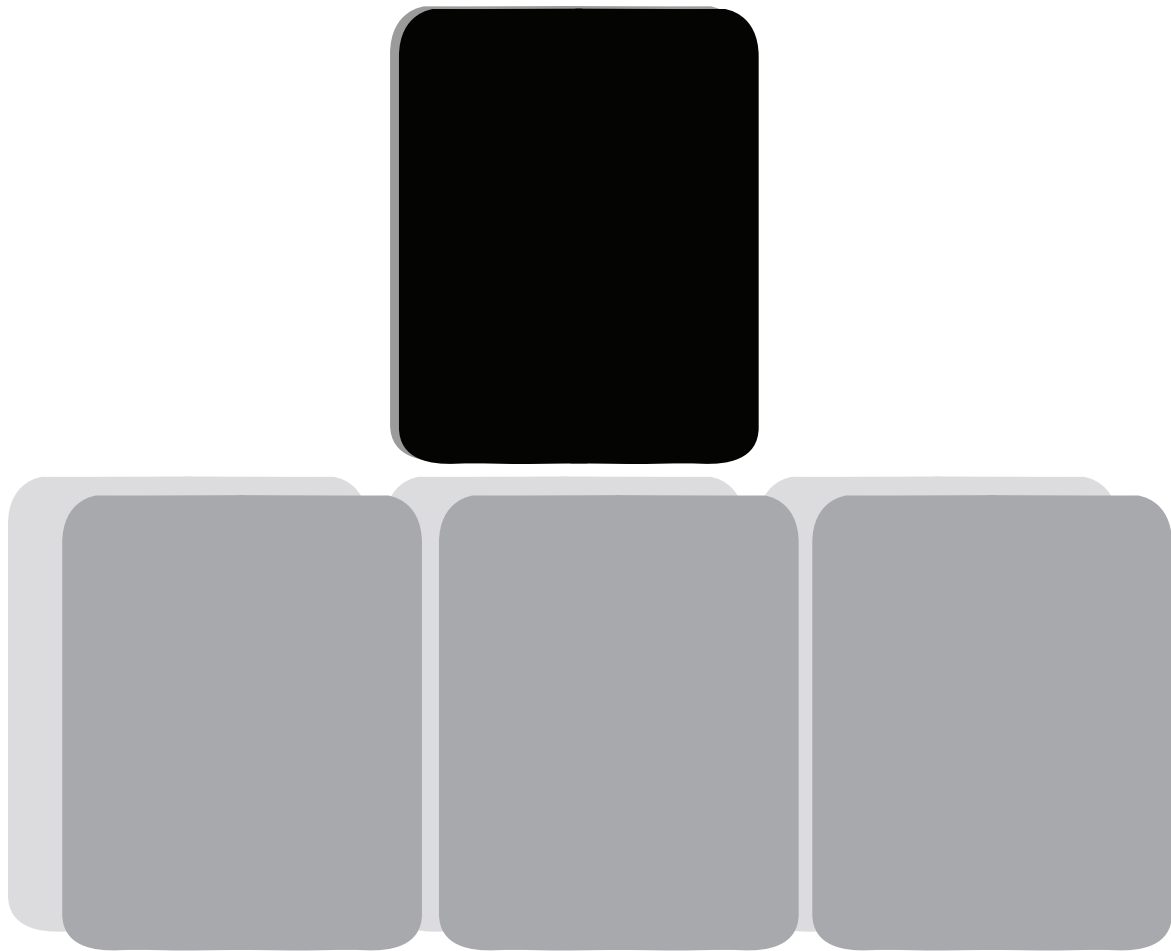
05 Game
Animation



is-safe-left

06 Comparing Functions

07 Conditional Branching

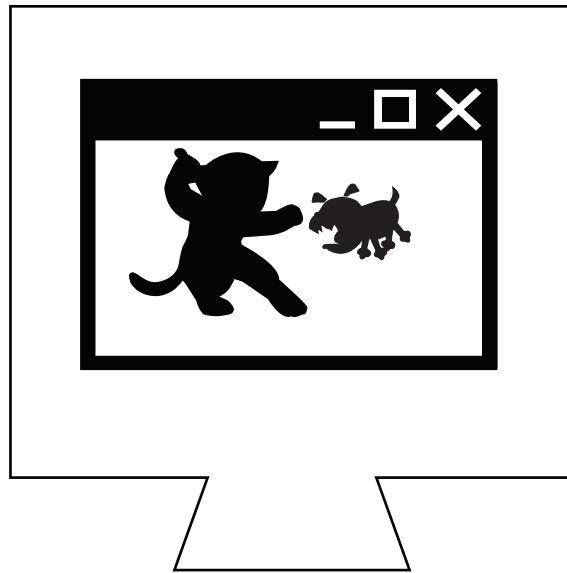


08 Collision Detection

collision



distance



09 Presentation Preparation



10 Additional Materials

