Bootstrap Units

01 Videogames and Coordinate Planes

02 Contracts, Strings, and Images
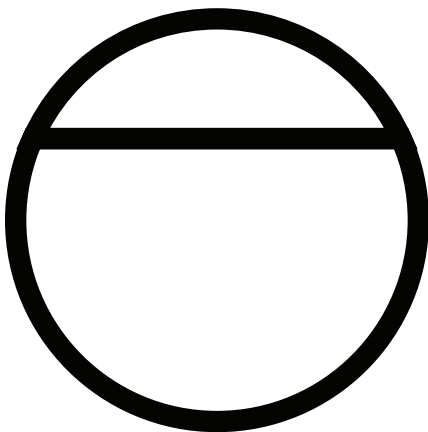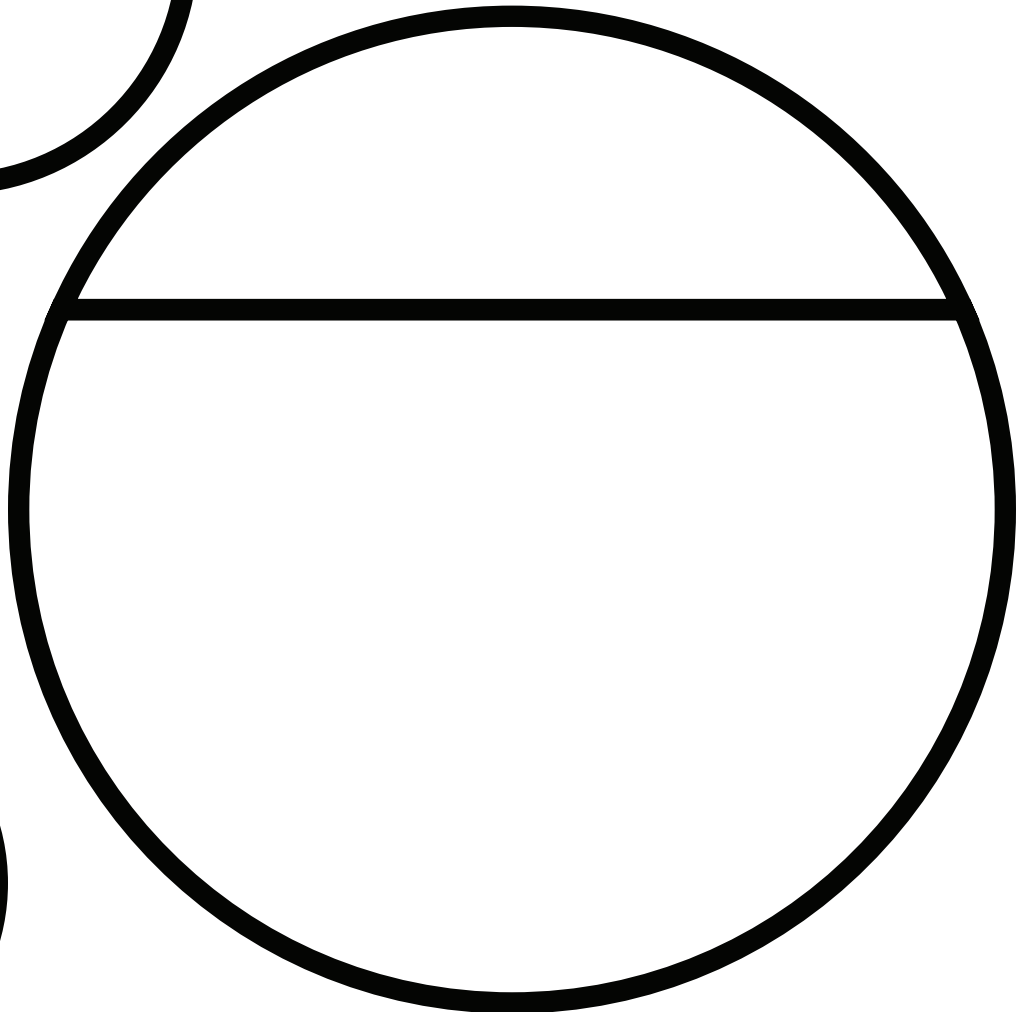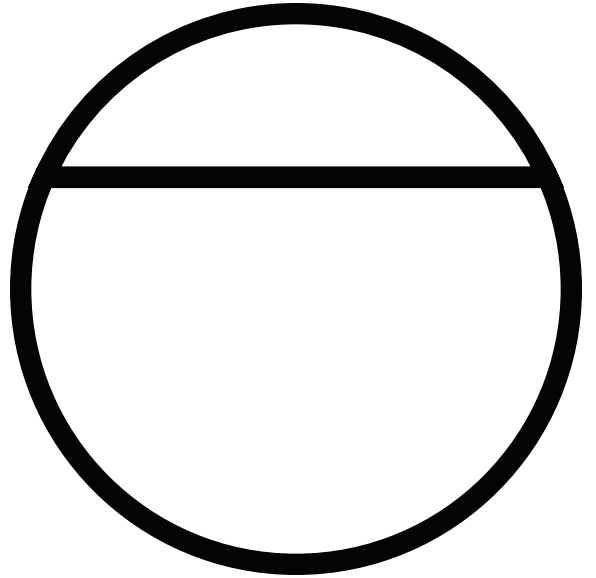
03 Intro to
Definitions

04 **Design Recipe**

1 Contract

2 Example

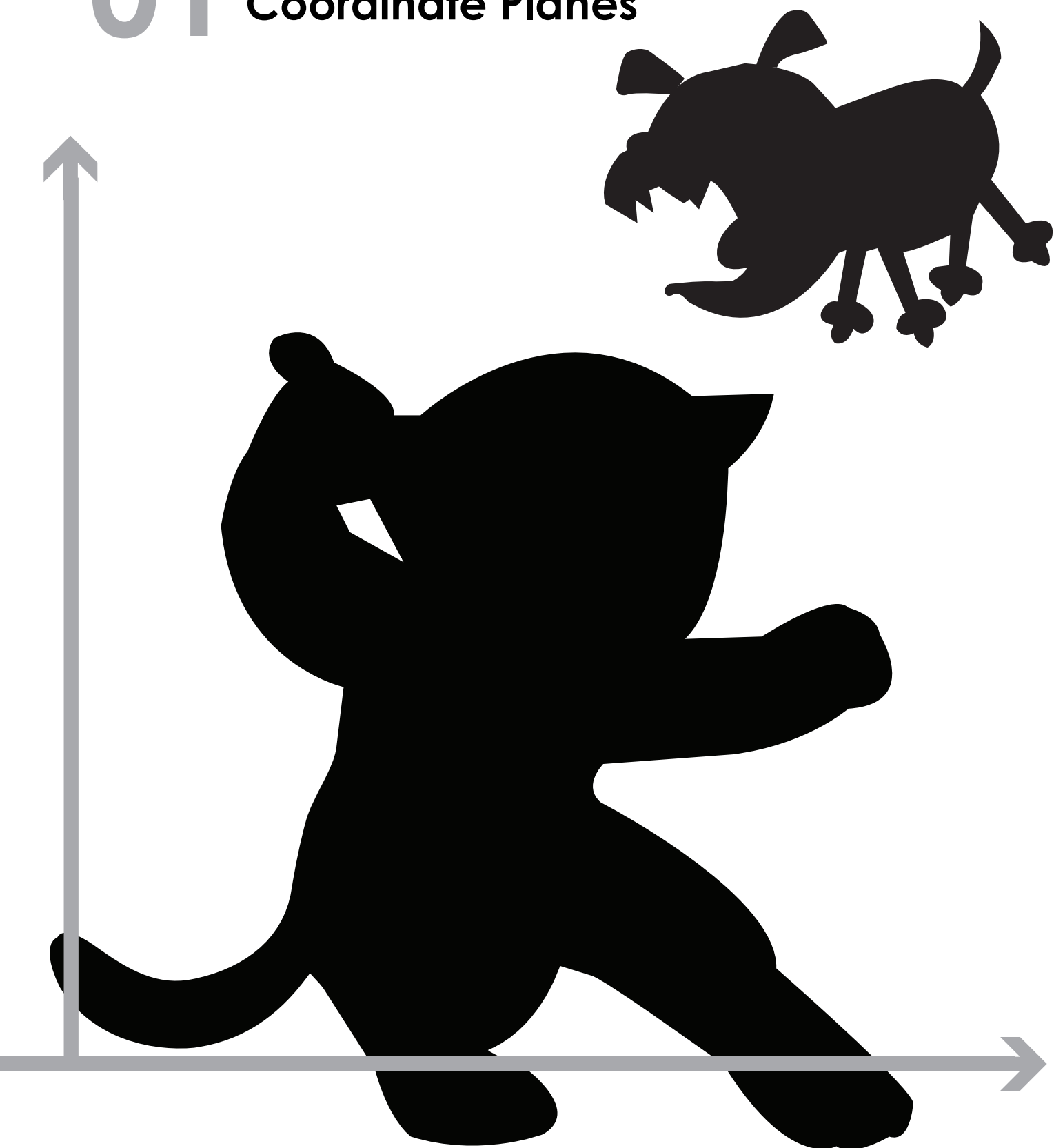3 Definition

target

danger

05 Game
Animation

"safe-left?"

06 Comparing
Functions

07 Conditional Branching

08 Collision Detection

collision
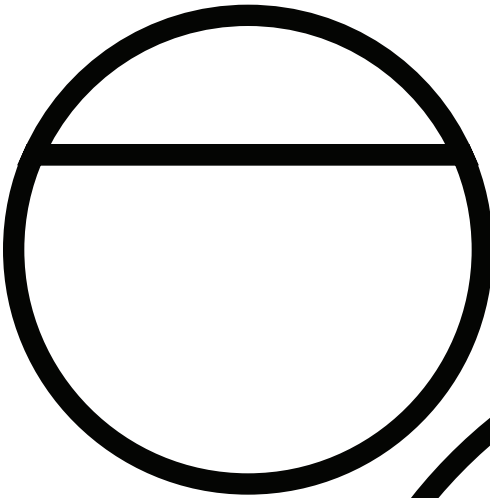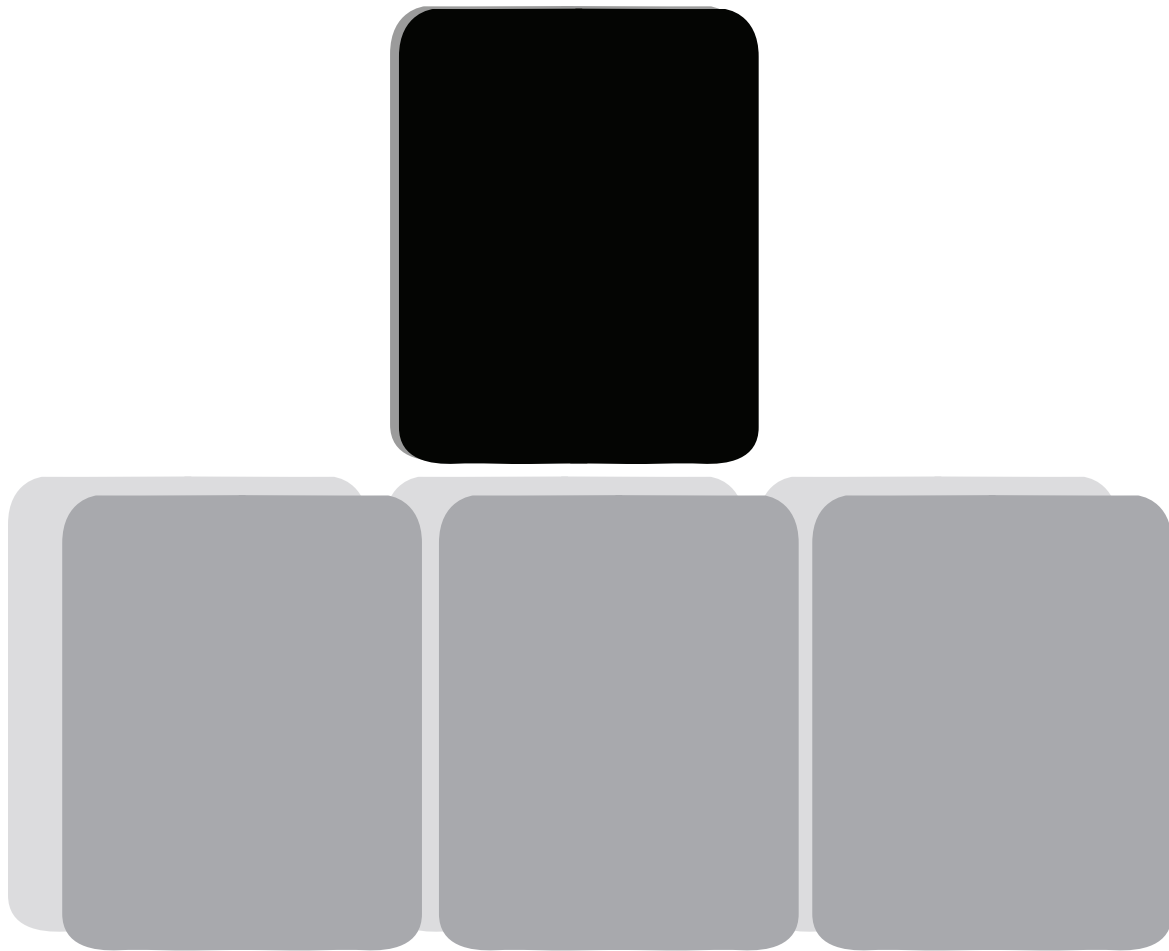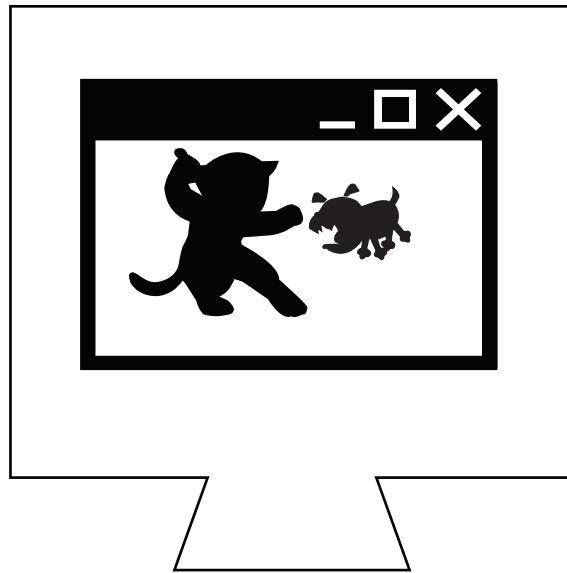
distance

09 Presentation Preparation

10 Additional Materials