

Name: _____



BOOTSTRAP
www.bootstrapworld.org

Student Workbook

Class: _____

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