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| 1 | Classes & Objects |
| 2 | Sprite Objects – create and draw sprite objects, assign velocity in X and Y, shapeColor, edge sprites, background command |
| 3 | Conditional Programming – IF Statement, AND Logic, OR Logic |
| 4 | C2 and C3 revision, text command |
| 5 | Conditional Programming – FOR loop & Creating & calling functions |
| 6 | Game States – game objects behave differently in different game states |
| 7 | Sound and animations – playSound() & setAnimation() |
| 8 | Capstone Class – World’s Hardest Game |