|  |  |
| --- | --- |
| 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 |

|  |  |
| --- | --- |
| 9 | Switched to p5 editor  Create sprites and add animations to them  Create the infinite background |
| 10 | Debugging – invisible ground |
| 11 | Spawn clouds – frameCount, lifetime (to solve memory leak) |
| 12 | Spawn obstacles – switch statement, framerate() |
| 13 | Groups & states – play & end |
| 14 | Debugging – trex was still running in end state (changeAnimation()), trex was colliding early (setCollider()), disappearing objects (making the lifetime negative) |
| 15 | Restart() function, added sounds |
| 16 | Scope of variables |
| 17 | Publish it online (Github) |
| 18 | Converted into an application (Thunkable) |
| 19 | Capstone Class – Ghost Runner |

|  |  |
| --- | --- |
| 20 | Algorithms – collision and bounce |
| 21 | Functions – isTouching() & bounce() |