

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**