* Identify and describe common game programming languages, their syntax, and command structures
* Explain Boolean algebra and how you can apply it to your game

Basic Booleans are used to set true or false statements in scripts within unity (and other programming languages). In my game I use “Bool isToRightOfBird” this sets to true if the object I’m referring to is to the right of the bird. If this is true then a pipe will spawn to the right of the bird.