

1. Shapes

-What

Using rect and circle

-Why

Need game button and character

-How

Rect code is using button, circle code is using character

2. Colors

-What

Blue, black, red, gray, white

-Why

To distinguish between the enemy and the player

-How

Blue is character and beneficial item

Red is enemy

Gray is background

White is button

3. Variables

-What

-Why

-How

4. Conditional Statements

-What

-Why

-How

5. Loops

-What

-Why

-How

6. Functions

-What

-Why

-How

7. Classes

-What

Googly Eyes, Energy, Enemy, Main Menu, Credits, Options, Play

-Why

Need screen transition and unit

-How

8. Arrays

-What

-Why

-How