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
-110W
6. Functions
-What
-Why
-How
7. Classes
-What
Googly Eves Energy Enemy Main Monu Credits Ontions Play
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Googly Eyes, Energy, Enemy, Main Menu, Credits, Options, Play -Why
-Why
-Why Need screen transition and unit
-Why
-Why Need screen transition and unit -How
-Why Need screen transition and unit -How 8. Arrays
-Why Need screen transition and unit -How
-Why Need screen transition and unit -How 8. Arrays -What
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