**Pixar and Phaser Training**

Basics of Java

* Java Fundamentals
* Data Types and Operators
* Program Control Operators
* Classes, Objects, Methods
* More Data Types and Operators
* A Closer Look at Methods and Classes
* Inheritance
* Packages and Interfaces
* Exception Handling
* Using I/O
* Multithreaded Programming
* Enumerations, Autoboxing, Static Import and Annotations
* Generics

Basics of JavaScript

* Introduction to JavaScript
* Key Concepts
* Terminology and Definitions
* JavaScript Programming
* HTML and JavaScript
* JavaScript Building Blocks
* JavaScript Variables
* JavaScript Operators
* JavaScript Control Statements
* Functions
* Objects
* The Window Object
* HTML Frames
* Form Object
* Form Data
* Forms-Based Data
* Date Object
* Math Object
* Cross-browser Compatibility
* Overview

Advance JavaScript

* Developer Tools
* Regular Expressions
* Map, Reduce and Filter
* Turnary Operators, Prototype and more JS Tricks

Installation and Environment Setup

* Installing and setting up Git
* Installing and using NPM
* Installing and using NPM - Part 2
* Booting up Phaser
* Configuring Webpack and Babel
* Configuring Webpack and Babel - Part 2
* External Tools (linter, esbuild)

Getting started with Pixar and Phaser

* Introduction to Game Development
* What is Phaser
* How Phaser works
* Development Environment
* Switching Between Each State
* Pushing to you Github Repository
* Scale Manager
* CSS
* Piskel And SketchPad
* State 0: Add Sprites And Keyboard Input
* State 0: Add Background And Camera Movement
* State 0: Add Sprite Sheet Animation
* Tiled Update
* State 1: Create Tiled Tile Map
* State 1: Add Tile Map To Game
* State 1: Collide With Tile Map
* State 2: Shoot Bullets
* State 2: Kill Enemies With Bullets
* State 3: Buttons
* State 4: Tweens
* State 5: Gravity And Acceleration
* State 6: Time Events And Particles
* State 7: Touch Screen Swipes
* State 8: Text
* State 8: Google Fonts
* State 9: Firebase
* State 9: Simulate Scores
* State 9: Firebase Update