

Part 2: Spells, Beginner Incantations

Chapter 6: Telekinesis 101, Interactive

12: Code in Motion: P5.js

Make an art collage, get things moving! Time to make pretty things

Browse the references & examples here to learn more: <https://p5js.org/reference/> and <https://p5js.org/examples/> to see what you can do with p5!

Use the live web editor to preview your code: <https://editor.p5js.org/>

Use N hotkey to auto deploy

or use ND to manually deploy on <https://app.netlify.com/>

13: Ballpit physics: Matter.js

Lets introduce something fancier, physics and gravity!

Make a ballpit with matterjs & P5.js

To learn more

We will use <https://brm.io/matter-js/> to create a ballpit

See demos here: <https://brm.io/matter-js/demo/#mixed>

Code for demos: <https://github.com/liabru/matter-js/tree/master/examples>

Tutorials: <https://github.com/liabru/matter-js/wiki/Tutorials>

Use N hotkey to auto deploy

or use ND to manually deploy on <https://app.netlify.com/>

14: Games 101: ASCII text adventure game

Use build a simple text adventure game. Old school ASCII style

Use N hotkey to auto deploy

or use ND to manually deploy on <https://app.netlify.com/drop>

15: Basic game engine: Kaboom.js, phaser.js

Get started building simple 2d game with

<https://kaboomjs.com/> or <https://phaser.io/>

First brainstorm a game to build, and then go make it

Use dalle to draw any assets needed

16: Game animation: Rive

<https://rive.app/>

Use dalle to create a character

Then use rive to animate them!

Or create one from scratch!

then export it via the Rive runtime, to use in a game or website

Chapter 7: Dark Arts 101, Data

17: Calculator App

Learn how basic math operations interweave with code

18: Todo list, CRUD

A classic in coding. Create a todo list.

Learn the basics of CRUD

Save your todos to a database so you can come back to them later.

19: Habit tracker

Create a habit tracker

Learn the basics of CRUD

Save your habits to a database so you can track and analyze them

20: Chess

Build the classic game of chess

For bonus points

-Add new rules or pieces

-Build an ai that plays against you

Chapter 8: Earthbending 101, Build your blog!

Pick one blog to make, depending on how fancy you want to get

21: Create a blog, you have a few options.

-Blog with .md files

Setup a simple static blog using .md files as posts. Create components for the header, footer, and sidebar. Get them to work together.

tooter, and post. Optional: Use a static site generator.

-Blog using notion as a cms / database

Setup a blog using notion as a cms & database

This will require setting up a backend server such as express.js, in order to fetch notion data using an api key

Create tables and/or pages in notion, for blog posts and any other kinds of content

Create a notion integration <https://www.notion.so/my-integrations>

Use browser tool to look up documentation here:

<https://developers.notion.com/docs/getting-started>

Link it to your site