

# Projects

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All 75 projects list

## Part 1: Intro & Setup

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### Chapter 1: Ancient Runes & Modern Scrolls, Starters

0: Hello World

1: Pong

2: Link in bio site

3: Sketch to Code

### Chapter 2: Teleportation, put websites online easy

4: 1 letter hotkey deploy: Netlify Auto deploy, Drag & Drop Deploy: Netlify Drop

5: Replit deploys

6: Advanced options: Vercel, Render

### Chapter 3: Wands, dev kit setup

7: Phone setup: Replit + Github

8: Full Pro: Cursor.sh, Warp, GitTower, GH Copilot

### Chapter 4: Divination: The Origin

9: Git 101 & CLI

10: Linear

### Interlude 1: Herbology, Bug Squashing

11: Debugging 101, how to think like a code wizard

## Part 2: Spells, Beginner Incantations

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### Chapter 6: Spells 101: Telekinesis, Interactive

12: Code in Motion: P5.js

13: Ballpit physics: Matter.js

14: Games 101: ASCII text adventure game

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

16: Game animation: Rive

### Chapter 7: Spells 102: Dark Arts, Data

17: Calculator App

18: Todo list, CRUD

19: Habit tracker

20: Chess

### Chapter 8: Spells 103: Stoneweaving, Build your blog!

21: Blog

### Interlude 2: Hackathon!

22: Themed. 48 hours

Pt3 Conjuring, Prompt-gramming. Prompt to Everything.

### Chapter 9: Spells 201: Charms, Prompt Created Media

23: Images & Graphic Design: Dalle, Midjourney & Canva

24: Images via Code: Prompt -> SVG

25: Images via sketch: Leonardo Live Canvas & Krea

26: Video: RunwayML, Capcut

27: Audio: Songs Voices, & Sound Board: Suno, Stable Audio, ElevenLabs

28: 3d Scene: LumaLabs Genie, Meshy, Spline, Mootion

29: 3d Game: Games 102: Three.js, Meshy, LumaLabs Genie

### Chapter 10: Spells 202: Transfiguration, Prompt 1st Coding

30: Draw code: TLDraw

31: Design & Wireframe: Figma, Relume

33: Rapid UI prototypes: v0 dev & Galileo

32: Napier 01: prototyping: reader & games

33: Backend API: Retool

## Chapter 11: Spells 203: Illusions, advanced front & backend

34: iOS App: SwiftUI, Trace.zip

35: Games 103: Unity Game

36: Backend: Supabase

## Chapter 12: Potions: custom GPTs

37: custom GPT Actions: Evolution Chamber

38: custom GPT backend server: Express, Replit

39: Zapier Actions

# Part 4: Forbidden Spells, Curses, Cursor.sh

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## Chapter 13: Curses, Cursor.sh 101

40: File > New Ai project

41: Cmd + K

42: Sidechat, Cmd + Shift + L

43: Cmd + K in terminal

## Chapter 14: Hexes, Cursor.sh 102

## Chapter 15: Necromancy: Cursor.sh 201

new tricks, mind bending possibilities & unspeakable horrors

It appears the pages have been damaged, and a portion of the book is missing

How we will find the lost pages?

# Part 5: Flying Lessons: Taming Shoggoth

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## Chapter 16: Surfing Dragons: Agents, Code Interpreters & New Forms

57: babyAgi

58: Smol-dev

59: Aider.chat

60: Julius.ai

61: Open Interpreter

## Part 6: Alchemy

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### Chapter 17: Wizard's gotta eat!

62: 1st Dollar: Stripe Links

63: Business: Gumroad, Shopify, Stripe Atlas

## Part 7: Book of the Dead

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Speedrun traditional coding concepts in a post GPT-4 world

Made for beginners who learned prompting prior to coding

### Chapter 18: Heresy 101: Coding basics re-imagined, post GPT-4

64: CLI 101

65: How to learn any coding language

66: Variables, operators, assignment & basic data types

67: Scope & flow. If's, Enums, Loops, Arrays, Recursion

68: Imperative coding. Classes, Objects, Functions, Methods, Properties. Inheritance, Polymorphism, Encapsulation, Abstraction. Protocol based coding. Interfaces, delegates, generics

69: Libraries, modules, packages & apis

## Part 8: Memory Palaces

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### Chapter 19: Underworld: Data Structures & algos 101

70: Algorithms, Search, Binary Search, Sorting, Merge Sort. Big O, little o, and aysmptotic notation

71: Data structures: Queues, Stacks. Sets. Linked Lists. Hash Tables, Dictionaries. Graphs. BFS, DFS. Trees, Binary Search Trees. Tries.

### Chapter 20: Cathedrals: Code architecture

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72: Design patterns, different styles, functional programming tiramisu recipie

## Part 9: Book of Life

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### Chapter 21: Summoning 101

73: 3d printing from prompts

74: Robot: Raspberrv ni arduino

## Tracks

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Kids menu:

Part 1,

Chapters 1

Chapter 2 project 4

Chapter 3 project 7

Interlude 1

Part 2

Chapter 6

<https://scratch.mit.edu/>

<https://www.khanacademy.org/computing/>

Beginner track:

Part 1

Interlude 1

Part 2, 3

Interlude 2

Part 7 & 8 // Backfill coding basics

Advanced programmer, learning prompting track:

Part 4, 3, 5, 8

## Getting Started

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These pages contain many lessons

Do in any order, skip around

Choose whatever intrigues you most

Pick a part or chapter to dive in!

I will be your trusty guide to building a new world

Use PT1, PT2, PT... to open parts for full instructions

or Pi for interludes

R for Readme.md

K for cmd menu