

# Bootstrap Units

**01**    **Videogames  
and  
Coordinate  
Planes**

**02**    **Contracts,  
Strings, and  
Images**

**03**    **Intro to  
Definitions**

**04**    **Design Recipe**

**05**    **Game  
Animation**

**06**    **Comparing  
Functions**

**07**    **Conditional  
Branching**

**08**    **Collision  
Detection**

**09**    **Prepping for  
Launch**

**10**    **Additional  
Material**