Additional XP: _____

Level progression (left column):
- Level 10
- +1800 XP
- Level 9
- +1600 XP
- Level 8
- +1400 XP
- Level 7
- +1200 XP
- Level 6
- +1000 XP
- Level 5
- +800 XP
- Level 4
- +600 XP
- Level 3
- +400 XP
- Level 2
- +200 XP
- Level 1

Part 1: The Basics

✓	Page	Name	XP
☑	10	Knowledge Check - C#	25
☑	14	Install Visual Studio	75
☑	19	Hello, World!	50
☑	24	What Comes Next	50
☑	24	The Makings of a Programmer	50
☑	26	Consolas and Telim	50
☑	31	The Thing Namer 3000	100
☑	37	Knowledge Check - Variables	25
☑	45	The Variable Shop	100
☑	45	The Variable Shop Returns	50
☑	48	Knowledge Check - Type System	25
☑	53	The Triangle Farmer	100
☑	56	The Four Sisters and the Duckbear	100
☑	57	The Dominion of Kings	100
☑	68	The Defense of Consolas	200
☑	75	Repairing the Clocktower	100
☑	78	Watchtower	100
☑	82	Buying Inventory	100
☑	83	Discounted Inventory	50
☑	88	The Prototype	100
☑	89	The Magic Cannon	100
☑	94	The Replicator of D'To	100
☑	95	The Laws of Freach	50
☑	106	Taking a Number	100
☑	107	Countdown	100
☑	123	Knowledge Check - Memory	25
☑	124	Hunting the Manticore	250

Part 2: Object-Oriented Programming

✓	Page	Name	XP
☑	131	Knowledge Check - Objects	25
☑	135	Simula's Test	100
☑	143	Simula's Soups	100
☑	153	Vin Fletcher's Arrows	100
☑	162	Vin's Trouble	50
☑	168	The Properties of Arrows	100
☑	173	Arrow Factories	100
☑	191	The Point	75
☑	191	The Color	100
☑	191	The Card	100
☑	192	The Locked Door	100
☑	192	The Password Validator	100
☑	193	Rock-Paper-Scissors	150
☑	194	15-Puzzle	150
☑	194	Hangman	150
☑	195	Tic-Tac-Toe	300
☑	205	Packing Inventory	150

Part 3: Advanced Features

XP
TRACKER

Part 4: The Endgame

Part 5: Bonus Levels