### AND (Both conditions must be met)

| X | Y | OUTCOME | |
|---|---|---|---|
| FALSE | FALSE | FALSE | |
| FALSE | TRUE | FALSE | |
| TRUE | FALSE | FALSE | |
| TRUE | TRUE | TRUE | |

### OR (At least one condition must be met)

| X | Y | OUTCOME | |
|---|---|---|---|
| FALSE | FALSE | FALSE | |
| FALSE | TRUE | TRUE | |
| TRUE | FALSE | TRUE | |
| TRUE | TRUE | TRUE | |

### AND: In Paddleball (2 Conditions Must be Met to Bounce at an Angle)

| Collision | Arrow Key Pressed | OUTCOME | RESULT |
|---|---|---|---|
| FALSE | FALSE | FALSE | No action taken |
| FALSE | TRUE | FALSE | Paddle moves |
| TRUE | FALSE | FALSE | Ball bounces straight up |
| TRUE | TRUE | TRUE | Ball bounces at an angle |

### AND: In Platformer (2 Conditions Must be Met to Jump)

| Player is on ground | Jump Key Pressed | OUTCOME | RESULT |
|---|---|---|---|
| FALSE | FALSE | FALSE | No action taken |
| FALSE | TRUE | FALSE | Player fails to jump midair |
| TRUE | FALSE | FALSE | No action taken |
| TRUE | TRUE | TRUE | Player jumps |

### OR: In Platformer (Press Either X or UP to Jump)*

| X Key Pressed | UP Key Pressed | OUTCOME | RESULT |
|---|---|---|---|
| FALSE | FALSE | FALSE | No action taken |
| FALSE | TRUE | TRUE | Player jumps |
| TRUE | FALSE | TRUE | Player jumps |
| TRUE | TRUE | TRUE | Player jumps |

*\* assuming the player is on the ground*

### AND: In Space Shooter (2 Conditions Must be Met to Shoot Laser)

| Player has Ammo | Shoot Key Pressed | OUTCOME | RESULT |
|---|---|---|---|
| FALSE | FALSE | FALSE | No action taken |
| FALSE | TRUE | FALSE | "Empty" sound plays |
| TRUE | FALSE | FALSE | No action taken |
| TRUE | TRUE | TRUE | Player shoots laser |

### AND: In Adventure (3 Conditions Must be Met to Open Locked Door)

| Player has Key | Player next to Door | X Btn Pressed | OUTCOME | RESULT |
|---|---|---|---|---|
| FALSE | FALSE | FALSE | FALSE | No action taken |
| FALSE | TRUE | FALSE | FALSE | No action taken |
| FALSE | FALSE | TRUE | FALSE | No door to open |
| FALSE | TRUE | TRUE | FALSE | Player fails to open door |
| TRUE | TRUE | FALSE | FALSE | No action taken |
| TRUE | FALSE | TRUE | FALSE | No door to open |
| TRUE | FALSE | FALSE | FALSE | No action taken |
| TRUE | TRUE | TRUE | TRUE | Player opens door |