

### Golden Buddy



## Infinite Screen Games

**Functions** 

Flags

**If-else Conditionals** 

**Switch Statements** 

### **Gaming Apps**

**OOPs** 

JavaScripts

**Physicas Engines** 

App Publishing

# Multi-player Games

**Events** 

OOPs

Asynchronous cells

Class/Objects

#### Game Design Process

Debugging

Call Back

**Nested Loops** 

**Logic Operators**