

 **Lost or behind? Just ask Claude — it always knows where you are.**

"Claude, where am I in the course?"

"Explain that in plain English."

"When I do X, Y happens instead of Z — fix it."

TODAY'S MAP

/introduction

Welcome back + the two big words of the day, refreshed~5 min

/project-1-space-shooter

Design & build your own arcade game with a storyline — an evil AI robot army vs. one special cadet: **you**.~60 min

1 Design interview

2 Plan it

3 Build

4 Playtest & iterate

5 Hire your playtester

6 Leaderboard

7 Ship it live

8 Database memory

9 AI art + victory film

10 Swap & celebrate

THE THREE BIG IDEAS

**Agent & Subagent**

Agent = an AI worker that uses tools and decides what to do next. The Claude you talk to is one — the brain.

Subagent = a worker bee: a specialist with a name, one job, and instructions. Today you'll create your own and delegate playtesting to her — she hunts down bugs (a few are hidden on purpose!) and reports back. You approve her notes; Claude fixes them all.

The chef runs the kitchen; the pastry specialist does just the torch finish.

**API**

The way one program asks another program to do something — one sends an ask, the other sends back an answer. It's how your agent reaches powers it doesn't have. **Claude can't paint.** With an API, it can order paintings.

A restaurant kitchen: the address, your name on the tab, and your order.

**Model**

One trained AI with one specialty. Image models paint. Video models film. Claude is a language model — words and code. **fal.ai** is the food hall where many models cook; one key orders from all of them.

Different chefs, same food hall, one tab.

ENDPOINT
the kitchen's address

API KEY
your name on the tab

PROMPT
your order

Every API call ever made = these three parts. Different kitchens, same handshake.

 **Secrets go in files, never in chats.**

Anything you paste into a chat becomes part of the conversation — logs, summaries, shared screens, screenshots. A chat is a hallway; a file on your computer is a locked drawer. So your API key goes into a file called `.env`, which Claude can use without ever seeing:

1. New terminal window (`Cmd+N`)

2. One line: `echo 'FAL_KEY=your-key' > .env` (in your project folder)

3. Done. Close the window.

New window, one line, done. And `.env` goes in `.gitignore` — secrets stay home even when your game goes public.

GLOSSARY	
API key	Your identity + permission for an API. Treat it like a password.
.env	The standard file where developers keep secrets. Never uploaded, never pasted.
fal.ai	A marketplace of AI models (images + video). One account, one key, many chefs.
Seedream	An image model — paints your planet liberation portraits.
Seedance	A video model — films your 12-second victory cinematic.
Data model	Deciding what gets remembered — like your leaderboard: name, score, wave.
Database	A computer that never turns off, whose whole job is remembering. Pages come and go — a database remembers.
Upstash Redis	The free database your game uses, added through Vercel — it's what makes your scores last forever.
Delegate	Handing a job to a subagent instead of doing it yourself — then reading her report.