

GOODIEPEDIA

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MAJOR EVENTS IN GOODIE YAHNZ

- 3rd March, 2024 – First CSS Anim A Kri prototype was created
- 1st April, 2024 – First Cod E Dit prototype was created
- 29th August, 2024 – First Amer I Canium prototype was created
- 2nd September, 2024 – Second Cod E Dit prototype was created
- 9th September, 2024 – First Goodie Yahnz YouTube channel was created
- 11th September, 2024 – Second Anim A Kri prototype was created
- 10th December, 2024 – Second and current Goodie Yahnz YouTube channel was created
- 11th December, 2024 – Goodie Yahnz was on the internet using the Github URL <https://www.goodie-yahnz.github.io/goodieyahnz>
- 26th December, 2024 – Goodie Yahnz became available using the URL <https://www.goodieyahnz.com.ng>, also releasing the first two apps Cod E Dit and Anim A Kri
- 27th February, 2025 – Anim A Kri upgraded from a frame rate of 18fps to 50fps
- 28th February, 2025 – Goodie Yahnz apps shifted from being downloadable to being browser based
- 24th April, 2025 – Grafik, the third Goodie Yahnz app was released
- 26th April, 2025 – Anim A Kri upgraded from a frame rate of 50fps to 25fps
- 25th May, 2025 – Bukmak, the fourth Goodie Yahnz app was released celebrating Goodiey Cheaziey's 14th Birthday
- 26th July, 2025 – Anim A Kri upgraded from a frame rate of 25fps to 12.5fps

- 1st September, 2025 – Anim A Kri had a major upgrade, where the speed and the number of frames were the user's choice
- 31st October, 2025 – The Goodie Yahnz itch account: <https://goodie-yahnz.itch.io> was opened
- 1st November, 2025 – The names of the apps Cod E Dit and Anim A Kri were changed to QuickCode Workspace and CSS Clickanimate
- 8th November, 2025 – The names of the apps Grafik and Bukmak were changed to NoCodeCanvas and Pintrix
- 9th December, 2025 – The Goodie Yahnz apps were made opensource in itch
- 26th December, 2025 – The first Goodie Yahnz short: "Me vs. My Bladder" was released

