

# Design a World



Starting with an empty new world in Kodu, use your imagination to design how it could be transformed.

Use notes and sketches - you do not need a computer for this task.



**How would you change the land?**  
(E.g. hills, valleys, mountains, rough terrain.)

**List objects that could be added to your world.**  
(E.g. trees, paths, roads, ponds, pools.)



Draw a sketch of your plan below: