

When and Do

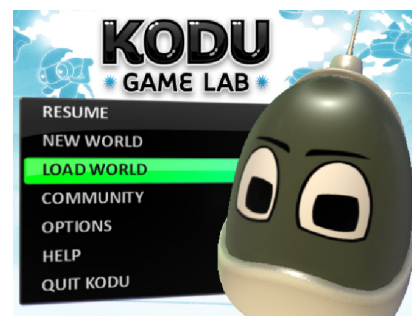
Instructions and Activities:

Open the Kodu Game Lab and select 'New World' from the main menu.



Adding Objects

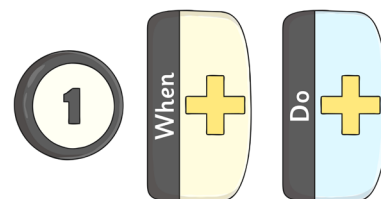
Select the Object Tool then click anywhere in the world to add a character.



Choose Kodu from the menu, then click somewhere else to add at least 3 separate apples.

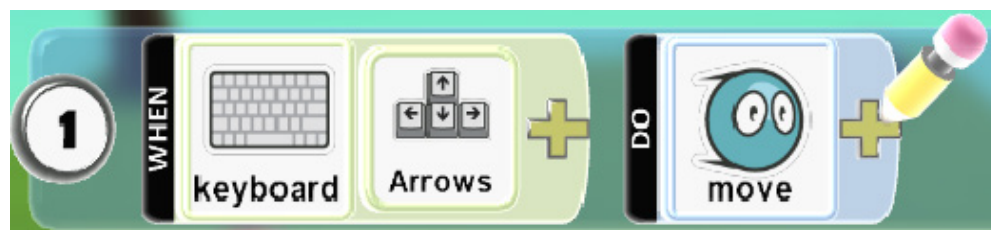
Programming Objects

Now we need to program an object to perform some actions, rather than just sitting there. With the object tool still selected in the Tool Palette, right-click on the kodu then choose Program from the menu.



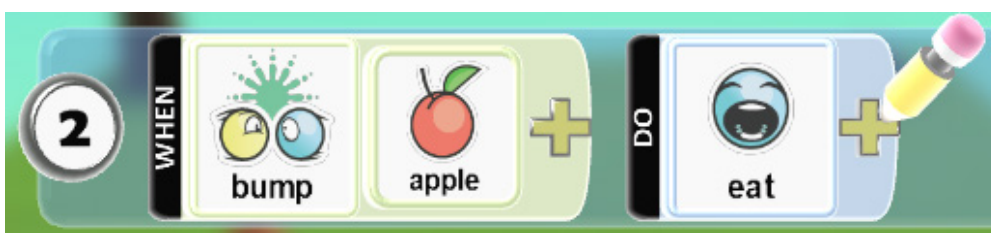
All of the code in Kodu is in the format when and do. It tells the character or object what to do, when something happens! To add further instructions, click on the cross next to either of the instructions.

Click on the cross next to When and choose Keyboard from the menu to insert it. Click on the cross again and choose Arrows. Now click on the cross next to Do and choose Move. Your line of instructions should look like this:



This means: 'When the keyboard arrows are pressed, make the kodu move'. The number 1 shows this is the first line of the code. More lines can be added underneath.

Try adding the following instructions in the second line. You will find the apple in the 'Objects' section of the menu.



Press <Esc> to finish adding code. Now play your game to test it out. Can you control the character and move it around to eat the apples?

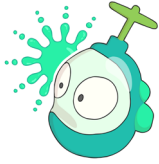
Challenge:

- Can you remember how to add more apples to your world?
- What other objects can you add? Make your world more interesting with new objects!
- Can you add more lines of code to your kodu character?
- What else can you program it to do?

When and Do

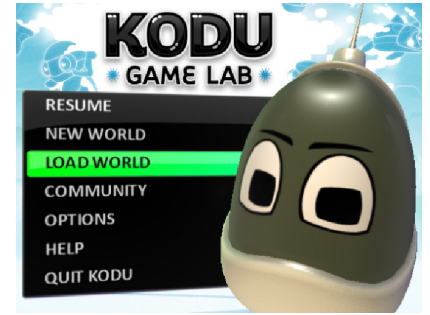
Instructions and Activities:

Open the Kodu Game Lab and select 'New World' from the main menu.



Adding Objects

Select the Object Tool then click anywhere in the world to add a character.

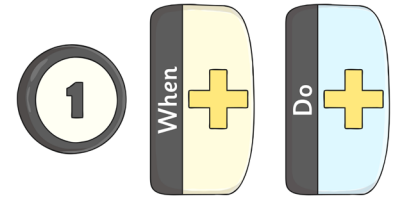


Choose Kodu from the menu, then click somewhere else to add at least 3 separate apples.

Challenge: To make your world a little more interesting, add some other objects, including a tree and some rocks but don't make it too crowded!

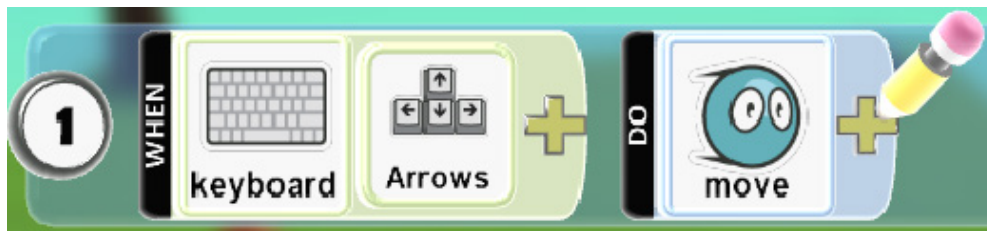
Programming Objects

Now we need to program an object to perform some actions, rather than just sitting there. With the Object Tool still selected in the Tool Palette, right-click on the kodu then choose Program from the menu.



All of the code in Kodu is in the format when and do. It tells the character or object what to do, when something happens! To add further instructions, click on the cross next to either of the instructions.

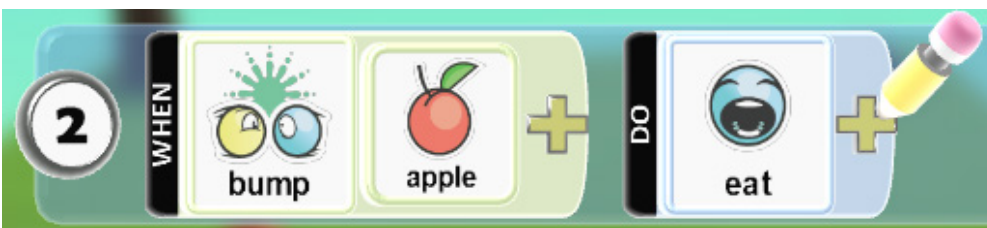
Click on the cross next to When and choose Keyboard from the menu to insert it. Click on the cross again and choose Arrows. Now click on the cross next to Do and choose Move. Your line of instructions should look like this:



This means: 'When the keyboard arrows are pressed, make the kodu move'. The number 1 shows this is the first line of the code. More lines can be added underneath.

Challenge: Can you change the speed of how quickly or slowly the kodu moves?

Try adding the following instructions in the second line. You will find the apple in the 'Objects' section of the menu.



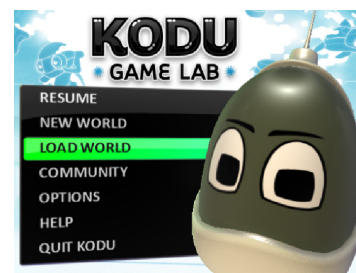
Press <Esc> to finish adding code. Now play your game to test it out. Can you control the character and move it around to eat the apples?



When and Do

Instructions and Activities:

Open the Kodu Game Lab and select 'New World' from the main menu.



Adding Objects

Add Kodu from the menu, then add at least 3 separate apples.

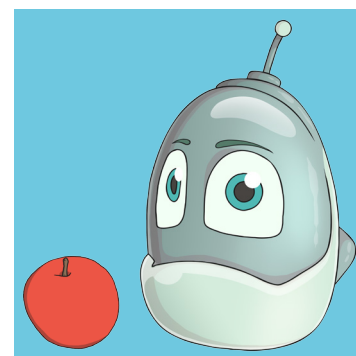
World Challenge: To make your world a little more interesting, add some other objects, including a tree and some rocks but don't make it too crowded!

Character Challenge: Format the colour of your kodu by left-clicking on it and using the keyboard arrows to change to a colour of your choice. You can drag an object anywhere in the world once you've added it, but be careful not to position them off the edge of the land (try it and see what happens!)

Programming Objects

Now program your kodu so that it moves when the keyboard arrows are pressed and it eats the apples when it bumps into them. Play your game to test it out. Can you control the character and move it around to eat the apples?

Return to edit mode and select the Object Tool, then right-click on your kodu character to add more code. This time, we want to add an action for when the kodu bumps into one of the rocks.



Programming Challenge:

Can you add more lines of code to your kodu character?

What else can you program it to do? Add more rocks or other obstacles.

When your kodu sees or bumps into the obstacles, what could you instruct it to do?

Can you make your kodu move faster when seeing an apple?

Can you add a new character? What can you program it to do?



World Challenge: Can you customise the settings of your world?

If you're not sure, click the icon on the Tools Palette for Change World Settings.

Try changing the Camera Mode, the design of the sky or the lighting. Make a note of what effects any of the settings have on your world.

