

Count Actions

Make the Kodu keep a count of an action it takes.
This is a special case of Do Two Things.

WHEN *something* DO **action**  **+1**
↳ *and also* → score **color** 1 point

Count Actions

When you eat an apple, add one to the red score.



The screenshot shows two rows of programming blocks. The first row, labeled '1', has a 'WHEN' block with 'bumped' and an 'apple' icon, followed by a '+' sign, and a 'DO' block with 'eat' and 'it' icons. The second row, labeled '2', has a 'WHEN' block with a '+' sign, followed by a 'DO' block with 'score' (displaying '+888'), 'red' (displaying '800'), 'point' (displaying '01'), and a '+' sign.

General Form:

WHEN *something* DO **action**

↳ WHEN DO score **color** 1 point

Scores named by colors, such as “red”, are displayed automatically.
Scores named by letters, like “A”, are kept but not displayed.