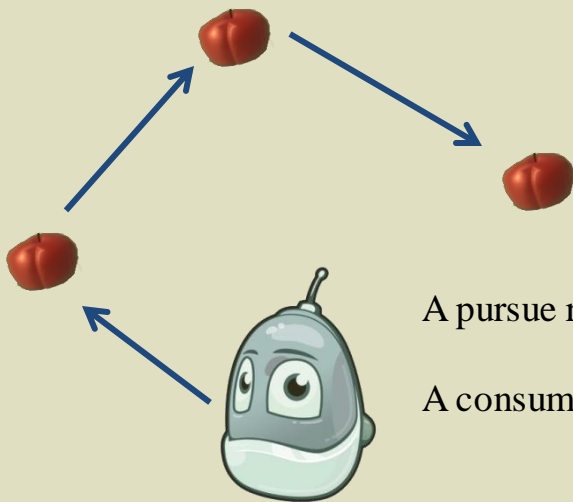


## Pursue and Consume









Make the Kodu go to objects and eat them.



A pursue rule involves *motion*.

A consume rule *uses up* the object.

## Pursue and Consume

<b>1</b>	WHEN	 see	 apple	+	DO	 move	 toward	+	Pursue rule
<b>2</b>	WHEN	 bumped	 apple	+	DO	 eat	 it		Consume rule

General Form:

WHEN see *thing* DO move toward

WHEN bumped *thing* DO *consume* it

“Consume” can be “eat”, “grab”, “vanish”, or something else.

Filter by color:

WHEN see *color thing* DO move toward

WHEN bumped *color thing* DO *consume* it