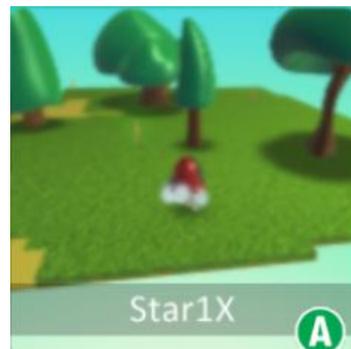


Star1X World

Eat all the stars. How does the kodu decide which star to eat next?

1 Load "Star1X"

1. Run Kodu.
2. Press the "Start" button and select "Load World".
3. Select the "Downloads" tab.
4. Press the "Y" button and sort by title.
5. Left stick to find the Star1X world; press "A" to select it.
6. Choose "Edit" and press "A".



2 Program the kodu to Pursue and Consume the stars.

1. Select the  Object Tool. Put the purple cursor on the kodu and press "Y" to program it.
2. Add pursue and consume rules for stars. To enter "star", go to "objects", then "more":



3. Press the "Back" button several times to run your program.

3 How does the kodu decide which star to pursue next?

1. Run the world and see which star the kodu eats first. Which star does it eat next?
2. Try picking up the kodu and moving it to a new starting position:
 - a) Press the Back button to get to the tool menu
 - b) Select the Object Tool
 - c) Put the purple cursor on the kodu
 - d) Press “A” to pick up the kodu
 - e) Use the left stick to move the kodu
 - f) Press “A” to put the kodu down
3. After you’ve moved the kodu, run the program. Which star does the kodu pursue first now?

- the biggest one?
- the closest one?
- the brightest one?



4 What is the octopus doing?

1. Run the program and watch what the octopus does.



2. Is the octopus helping the kodu, or interfering with it?
3. Run the program a few more times. Does the kodu ever get stuck?
4. Does the octopus ever help the kodu get un-stuck? How?