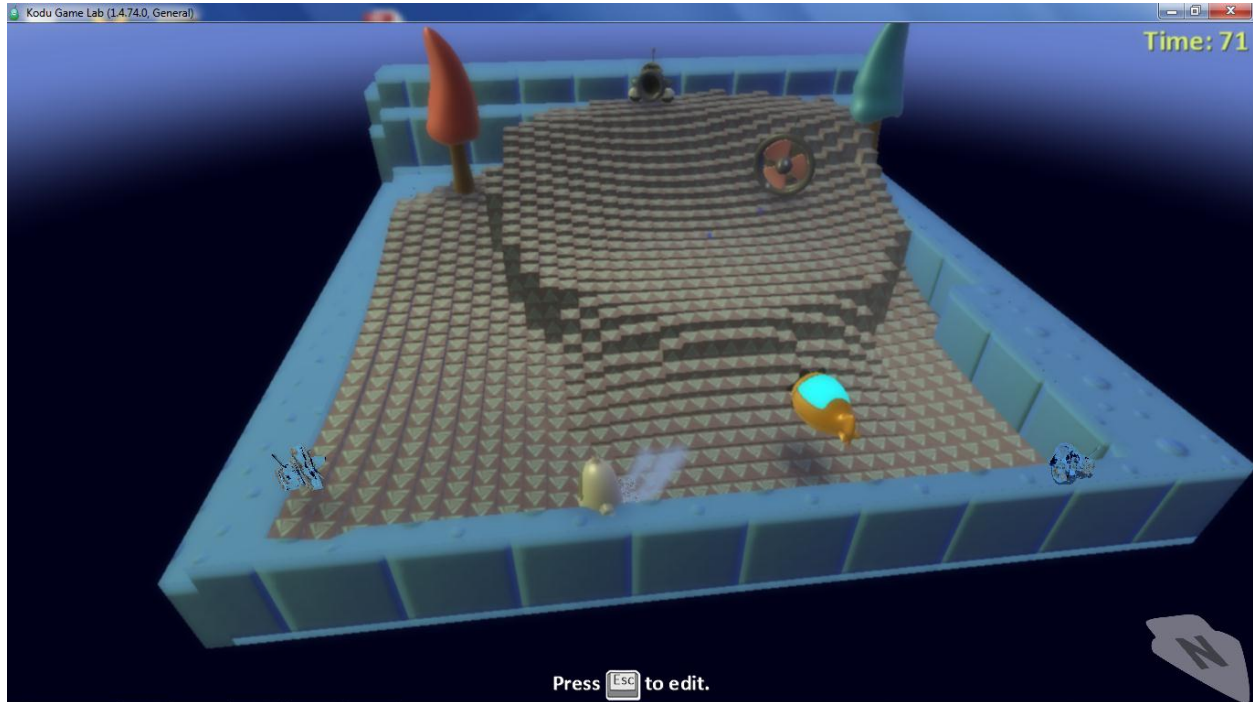


Module 3: HeartCannon1X World

Version of July 6, 2015



1. Load and run the “HeartCannon1X” world. Notice that the cannon randomly shoots red or blue hearts, and the game is limited to 90 seconds.
2. How many red hearts can the kodu eat in one minute? Write a Pursue and Consume program to eat the red hearts. Ignore the blue hearts.
3. Add a rule to count the red hearts the kodu eats. Since the kodu is doing two things, eating a heart and scoring a point, we must use the “Count Actions” idiom. “Count Actions” is a special case of “Do Two Things” where the second thing is to score a point. Refer to the flash card if needed.
4. When the fans turn on, the kodu has trouble getting to the red hearts. Program the blimp with the Let Me Drive idiom. When the blimp bumps a fan, it shuts off.
5. Run the program and see how many red hearts the kodu eats before the time runs out.
6. Delete the “heart” tile from the pursue rule you wrote, but keep the “red” tile. What does the kodu do now?