Kodu Homework 3

Due Thursday, April 7

① Make a New World

1. Run Kodu.

2. Press the "Start" button and select "New World".

3. Select the Ground Brush and add some ground to your world.

4. Use these buttons to change material, add or remove ground, or change the shape or size of the brush.

Back button · Start button · Y: program · B: tool menu · A: select or pick up

Y Material Picker
X Brush Picker
B Tool Menu
A Change Ground Color
↔ Brush Size
L Erase Ground
R Add Ground
Move Brush
Orbit Camera
L Zoom Out
R Zoom In

② Add some objects to the world; use two colors.

D-pad: Change color · Change color · Bigger · Smaller

1. Select the Object Tool.
2. Move the cursor to an empty spot.
3. Press "A".
4. Select an object from the menu and press "A" to add it to the world.
5. Change the color and size of the object using the D-pad buttons.
6. Add several objects of two different types: 4 fish and 5 hearts, or whatever you like.

3 Add Two Characters and Write Some Indented Rules

Do Two Things	Count Actions
Make the Kodu take two actions with one rule.	Make the Kodu keep a count of an action it takes. This is a special case of Do Two Things.
WHEN *something ...* DO **this**	WHEN *something* DO **action** **+1**
and also ⟶ DO **that**	*and also* ⟶ score **color** 1 point

1. Review the Do Two Things flashcard.

2. Add a character (such as a kodu) and program it to play a sound whenever it eats the objects it is pursuing.

3. Review the Count Actions flash card.

4. Add another character and program it to count how many objects it pursues and blows up. (Use "boom" in the "combat" menu to blow something up.)

5. Run your world. Does it work?

4 Save your world

1. Press the "Start" button to get to the Home menu.

2. Select "Save my world" and press "A".

3. Change the name of the world from "New World" to "Homework 3".

4. Press the "Start" button to save.

5. Press "A" to confirm.

Note: if you want to run your world again on another day, you will find it under the "My worlds" tab, not "Downloads".