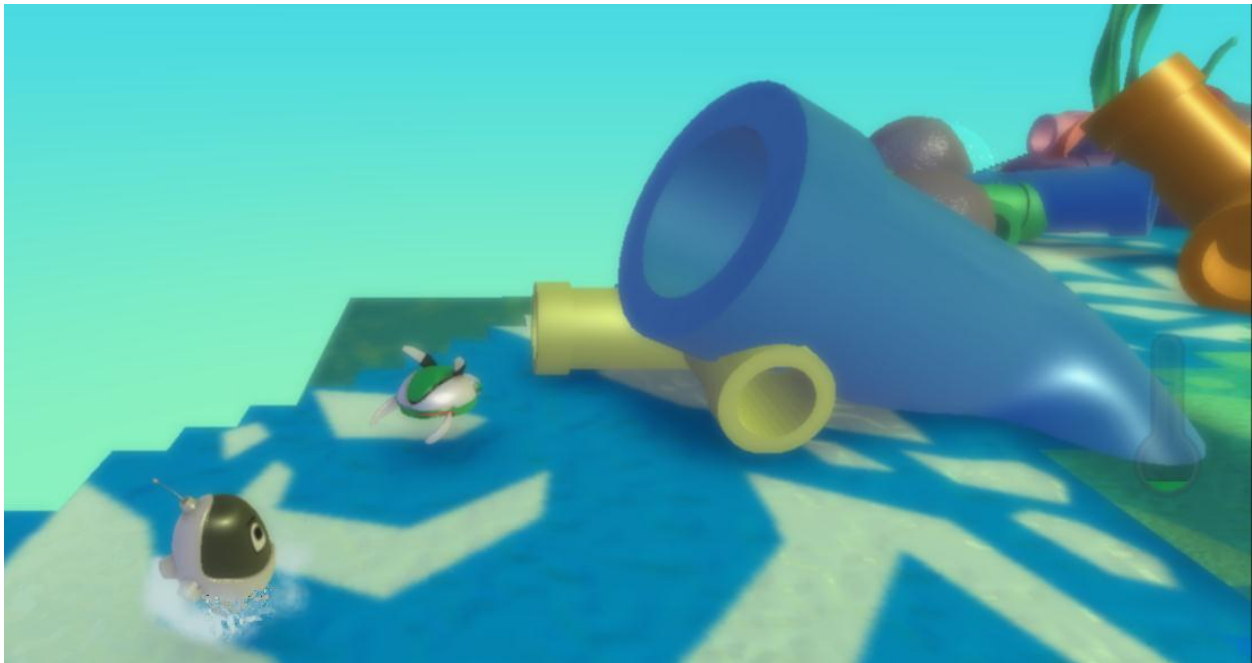


Module 3: BoomPipes1 World

Version of June 14, 2015



1. Load and play the BoomPipes1 world.
2. The turtle wants to get to the gold coin, but its path is blocked by pipes and rocks. Your job is to program the kodu to clear the path for the turtle by blowing up the obstructions.
3. Use the Pursue and Consume idiom to make the kodu blow up the pipes. To blow something up, you “boom” it. You can find “boom” under the “combat” menu item.
4. Use the Count Actions idiom to make the kodu keep a count of how many pipes it has blown up. Use the blue score for this.
5. There are also rocks on the path. We don’t want the kodu to pursue the rocks, but if it happens to bump into a rock by accident, it should boom the rock. Add a rule to do this.
6. Have the kodu count how many rocks it has boomed, using the gray score.
7. What are the results of your counting?

_____ Number of pipes boomed

_____ Number of rocks boomed

8. Move the kodu a little to the left or right, so it has a different starting position, and run the program again. What is the result now?

_____ Number of pipes boomed _____ Number of rocks boomed

9. Why does the number of rocks boomed change when the kodu starts at a different location?

10. Can the number of pipes boomed ever change (yes or no)? _____ Explain your answer:
