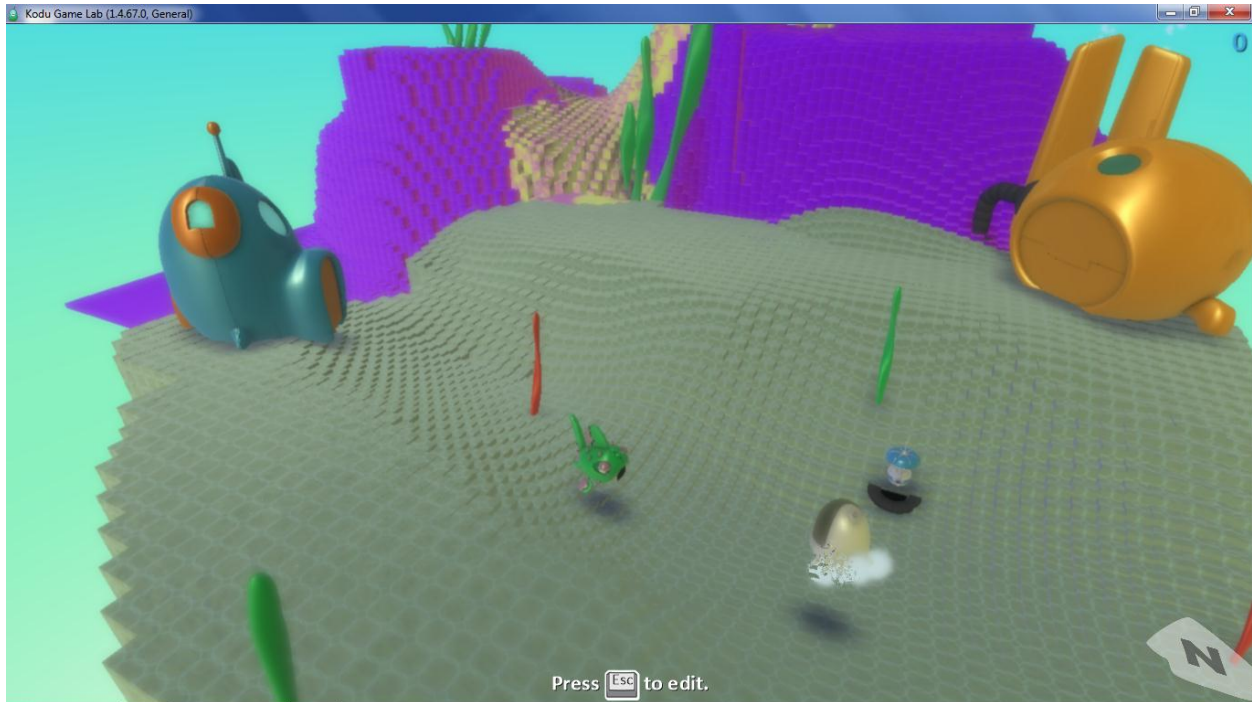


Module 4: CountFish1 World

Version of July 7, 2015



1. Load and run the “CountFish1” world. Notice that the flying fish quickly eats the kodu.
2. The kodu can avoid being eaten by disguising itself, by making its color match the fish.
3. If the kodu sees a red flying fish, it should color itself red. For a green flying fish it should color itself green.
4. In the rule editor, flying fish can be found at “(bots I) fly fish”. Don’t confuse them with regular fish, which are found at “(bots II) fish”.
5. Write rules to make the kodu change color when it sees a red or green flying fish.
6. In this world the kodu earns 1 point for every second it stays blue. Use the Default Value idiom to color the kodu blue except when it sees a flying fish.
7. Run the program and see how many points the kodu can earn without being eaten.