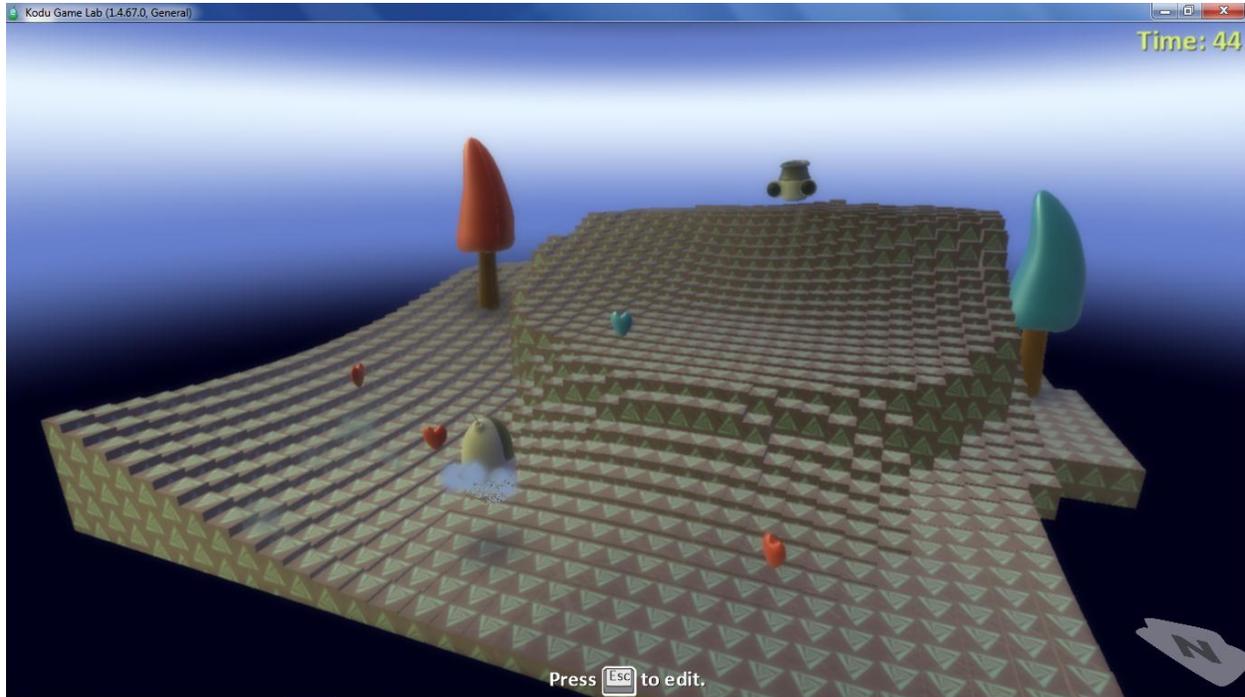# Module 3: HeartCannon1 World

Version of December 10, 2015

1. Load and run the "HeartCannon1" world. Notice that the cannon randomly shoots red or blue hearts, and the game is limited to 60 seconds.

2. How many <u>red</u> hearts can the kodu eat in one minute? Write a Pursue and Consume program to **eat the red hearts**. The kodu should **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 flashcard if needed.

4. Run the program and **see how many red hearts the kodu eats** before the time runs out.

5. **Experiment:** Delete the "heart" tile from the pursue rule you wrote, but keep the "red" tile. What does the kodu do now?