Apple1X World

Eat all the apples. Make the flying fish help or compete with the kodu.

1 Load "Apple1X"

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

1. Run Kodu.

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

3. Use the shoulder buttons to select the "Downloads" tab.

4. Press the "Y" button and sort by title.

5. Left stick to find the Apple1X world; press "A" to select it.

Apple1X

6. Choose "Edit" and press "A".
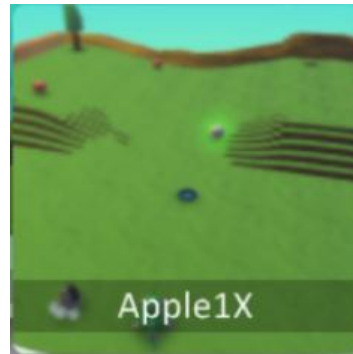
2 Program the kodu to Pursue and Consume.

Pursue and Consume

Make the Kodu go to objects and eat them.

A pursue rule involves *motion*.

A consume rule *uses up* the object.

Pursue and Consume

1. WHEN see apple DO move toward — Pursue rule
2. WHEN bumped apple DO eat it — Consume rule

General Form:
WHEN see *thing* DO move toward
WHEN bumped *thing* DO *consume it*
"Consume" can be "eat", "grab", "vanish", or something else.

Filter by color:
WHEN see *color thing* DO move toward
WHEN bumped *color thing* DO *consume* it

1. Select the [ ] Object Tool.
2. Put the purple cursor on the kodu.
3. Press "Y" to program the kodu.
4. Add the pursue and consume rules from the flashcard.
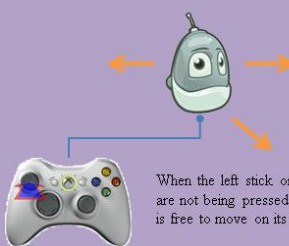5. Press the "Back" button several times to run your program and watch the kodu eat all the apples.

Kodu 1
Y Program
A Pick Up

③ Program the flying fish with Let Me Drive.

Let Me Drive
Use the left stick or the arrow keys to drive a character.

When the left stick or arrow keys are not being pressed, the character is free to move on its own.

Let Me Drive

① WHEN gamepad L stick ➕ DO move ➕ — Use the left stick or the arrow keys to drive a character.

② WHEN keyboard Arrows ➕ DO move ➕

Let a second player control another character:

① WHEN gamepad L stick Player2 ➕ DO move ➕

Note: Another way to guide a character is to have it follow the cursor:
WHEN see cursor DO move toward

1. Read the Let Me Drive flashcard.

2. Program the flying fish with just the first rule from Let Me Drive.

3. To run your world, press the "Back" button 2 or 3 times. Drive the flying fish with the left stick.

4. Help the kodu: use the flying fish to push apples toward the kodu.

④ Compete: kodu vs. fish!

1. Find the pit near the back.

2. The flying fish scores 2 points for each apple it pushes into the pit.

3. The kodu gets 1 point for every apple it eats.

4. Can you drive the flying fish to beat the kodu?