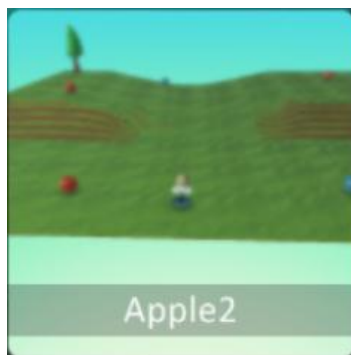
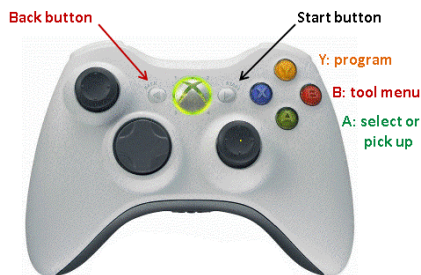


Apple2 World

1 Load "Apple2"

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. Use left stick to find the Apple2 world; press "A" to select it.
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.

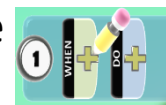
Pursue and Consume

1	see	apple	+	DO	move	toward	Pursue rule
2	bumped	apple	+	DO	eat	it	

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

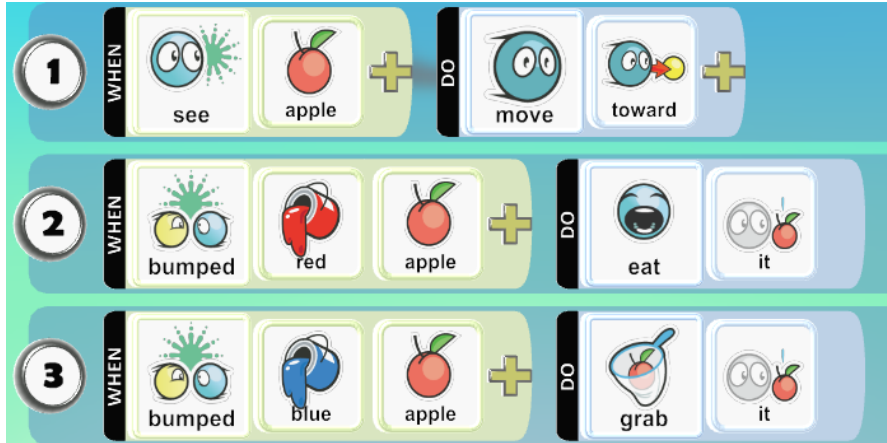
Filter by color:
 WHEN see *color thing* DO move toward
 WHEN bumped *color thing* DO consume it

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. What happens when the kodu eats the apples?



3

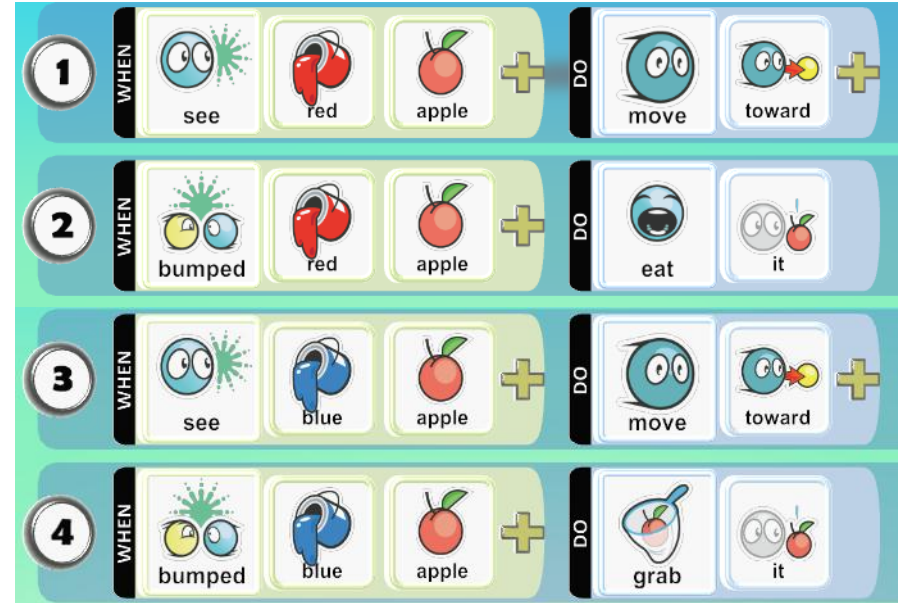
Use a color filter to tell red apples from blue ones.



1. Make the consume rule eat only the red apples, since the blue ones are poisonous.
2. Add another consume rule to grab the blue apples. When a blue apple is grabbed, it shrinks and disappears.
3. Press the Back button a few times to run the program and see what happens.

4

Another solution



1. The solution above uses four rules instead of three.
2. Try running this version.
3. How does the kodu's behavior differ in this version?
4. Why does it act differently?

