

# Kodu Homework 1

Due Thursday, March 17

## 1 Load "FreeWorld1"

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 FreeWorld1; press "A" to select it.
6. Choose "Edit" and press "A".



## 2 Add some objects and characters to the world



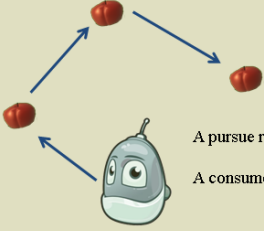
1. Select the Object Tool (see above).
2. Move the cursor to an empty spot.
3. Press "A".
4. Select an object from the menu and press "A" to add it to the world.
5. Add several objects of the same type: 3 rocks, or 4 fish, or whatever you like.

# 3

## Program a character with “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. Read the Pursue and Consume flashcard.
2. Program one of your characters to pursue and consume something.
  - You could program an octopus to eat all the hearts.
3. Run your world (press the “Back” button several times) to make sure it works the way you want it to.
4. If you like, add more characters and objects, and program them as well.



# 4

## Save your world

1. Press the “Start” button to get to the Home menu.
2. Select “Save my world” and press “A”.
3. Press the “Start” button to save.
4. Press “A” to confirm.



Note: if you want to run your world again on another day, you will find it under the “My worlds” tab, not “Downloads”.