## Kodu Homework 3

**Back button** 

## Due Thursday, April 7

Make a New World

- 1. Run Kodu.
- Press the "Start" button and select "New World".
- Select the Ground Brush and add some ground to your world.
- Use these buttons to change material, add or remove ground, or change the shape or size of the brush.

Material Picker
Brush Picker
Tool Menu
Change Ground Color
Brush Size
Erase Ground
Add Ground
Move Brush
Orbit Camera
Zoom Out
Zoom In

Start button

program

tool menu

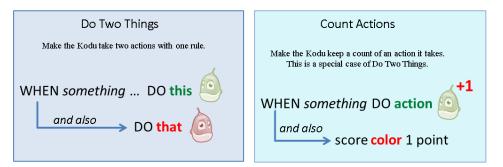
pick up

## Add some objects to the world; use two colors.



- 2. Move the cursor to an empty spot.
- 3. Press "A".
- Select an object from the menu and press "A" to add it to the world.
- 5. Change the color and size of the object using the D-pad buttons.
- 6. Add several objects of two different types: 4 fish and 5 hearts, or whatever you like.

## Add Two Characters and Write Some Indented Rules



- 1. Review the Do Two Things flashcard.
- 2. Add a character (such as a kodu) and program it to play a sound whenever it eats the objects it is pursuing.
- 3. Review the Count Actions flash card.
- Add another character and program it to count how many objects it pursues and blows up. (Use "boom" in the "combat" menu to blow something up.)
- 5. Run your world. Does it work?



- Press the "Start" button to get to the Home menu.
- 2. Select "Save my world" and press "A".
- Change the name of the world from "New World" to "Homework 3".
- 4. Press the "Start" button to save.
- 5. 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".