

EXPLORING INFORMATION TECHNOLOGY

KODU GAME LAB

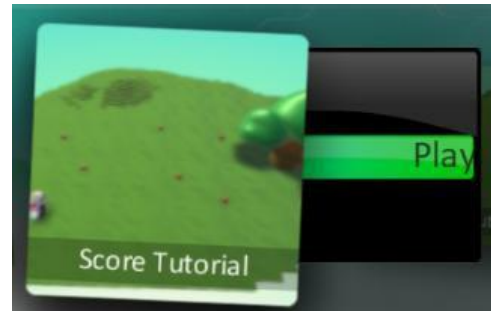
In this lesson you will walk through two more tutorials, and complete the exercises listed for each tutorial. After this lesson you will be able to:

- add scoring to a game.
- end the game based on a terminal score.
- program artificial intelligence for a computer controlled opponent. enable
- glass walls so characters and objects do not fall off your world. change the
- color of the sky.

Score Tutorial

Launch Kodu and select “Load World”. Click on Score Tutorial and select “Play”.

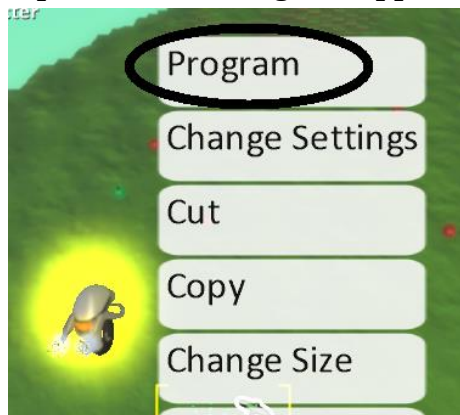
After you complete the tutorial click on continue then hit the ‘esc’ key and complete the activities below.



1. Adding Green Apples.

Add two green apples in the path of the cycle. Object Tool  -> Click Apple. Place cursor over the Apple and use the arrow keys to change the color to green.

Program the cycle to subtract points if it eats a green apple.



Insert the tiles below



Play the program. What happens?

2. Add More Apples.

Add 3 more red apples and 3 green apples anywhere in the level.

3. Add a Wandering Kodu.

Add a Kodu and program it to wander around the world. Select Object Tool
-> click on the screen ->click Kodu.



Right Click on Kodu and program him with the following tiles.



Program **the cycle** to avoid the wandering Kodu, when the Kodu is close (the sequence below is for the cycle).



What is the behavior of the cycle?

4. Change Program Order.

Find the WHEN...DO... sequence that has the cycle avoid the Kodu (the one above which is LINE 5) and **click on the number** of the sequence and drag it up to be the **first** sequence in the program for the cycle.

Does this change the behavior?

Navigate back to the home menu and discard changes. **Do not save changes.**

