

Exploring Information Technology

KODU GAME LAB

First Tutorial-Getting Started

Launch Kodu on your desktop.

Click and select “Load World”.


Click lessons at the top

Click on the First Tutorial and select play.



Walkthrough the first tutorial. When the screen says “Congratulation’s!” Click on continue and finish the activity’s listed below:

1. Change the color of Kodu.

Make sure you are in edit mode (hit Esc) & click on the Object tool  and put your mouse over Kodu. Leave your mouse over Kodu and use the arrow keys to select a new color.



2. Adding a second condition to Kodu.

Make sure you are in edit mode and right click on Kodu and select program.




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Then add the following condition to **line 2**:

WHEN: keyboard ->Click Plus sign->Click letters ->Click J
Then Click Do: Click actions->Click More->Click jump

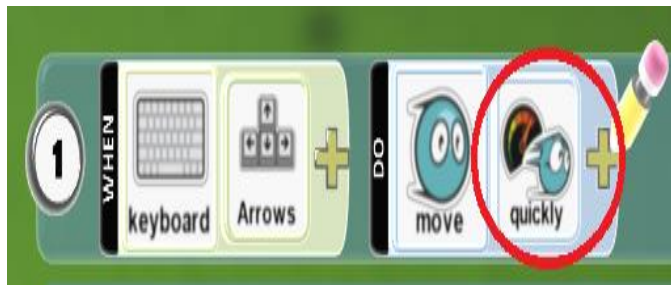


Then HIT ESC on your keyboard & Click Play 
Now press J on your keyboard. What Happens?

3. Modifying the Move and Jump actions.

Kodu initially moves slowly. We can change how quickly he moves and how high or low he jumps. Hit Esc to go back to edit mode.

Go to the program screen (object tool->right click on kodu->click program) and click on the plus sign in **LINE 1** to the right of the “move” tile to select “quickly”.



On LINE 2 click on the plus to the right of jump and select one of the tiles.



4. Hit Esc & Play the program.

Exit the world and do not save. Move to next Tutorial!

