

## Programming Kodu to Find Apples Tutorial

Find the second tutorial “Programming Kodu to Find Apples Tutorial.” Play the tutorial.

**After you complete the tutorial click continue & complete the activities below.**

### **1. Change the color of the apple.**

Change the color of **ONE** of the apples to green by: Click Object Tool  -> Place the cursor over the apple -> Use Arrow Keys to change color.

### **2. Change Kodu’s Height.**

Kodu looks funny higher than the apples. To change Kodu’s height click on the object tool and then right click on Kodu and change the height to 0.60. Now Kodu is on the ground level.



### **3. Program Kodu to only eat red apples.**

Make sure you have the object tool selected.  Right Click Kodu->Select Program



To modify existing tiles simply click on the tile and then you will be given more choices.

**First:** In **LINE 1** **click on** the apple tile and change it to **colors-> click red**.

**Second:** Click the plus sign on the right of the red tile & **click objects->click apple**.

Now your program list should look like:



Hit Esc. Hit the Play Button



What happens if Kodu bumps into the green apple?

**4. Program Kodu to do something when it does not see any red apples.**

After Kodu has eaten all the red apples we can program him to do something else when he does not see any red apples by using the “not” tile.

Hit Esc to get back into edit mode->Click Object Tool



-> Right Click Kodu-> Click Program.

**LINE 3** should look like this:



On **YOUR OWN**, in **LINE 3** insert the program below:



**Hit Esc & play the world.**

**What does Kodu do now?**

**When finished, exit and do not save.**

