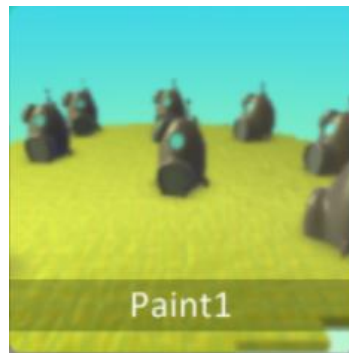


Paint1 World

Paint all the huts blue.

1 Load "Paint1"

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 the Paint1 world; press "A" to select it.
6. Choose "Run" and press "A".



2 When the kodu bumps a hut, color it blue.



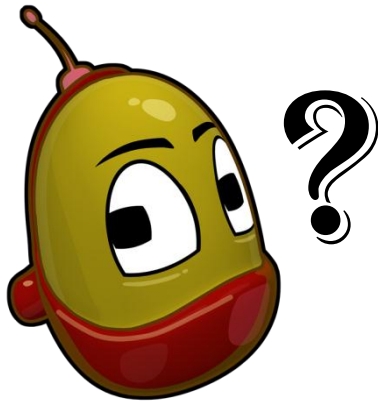
1. Program the kodu with the rule shown above.
2. What does this rule do?
3. We want to paint all the huts blue by bumping them one at a time and changing their color.
4. Add some more rules to make the kodu paint all the huts blue.
5. Run your program. Does it work?

3 A buggy painting program.

1. What will the kodu do if it has these rules?

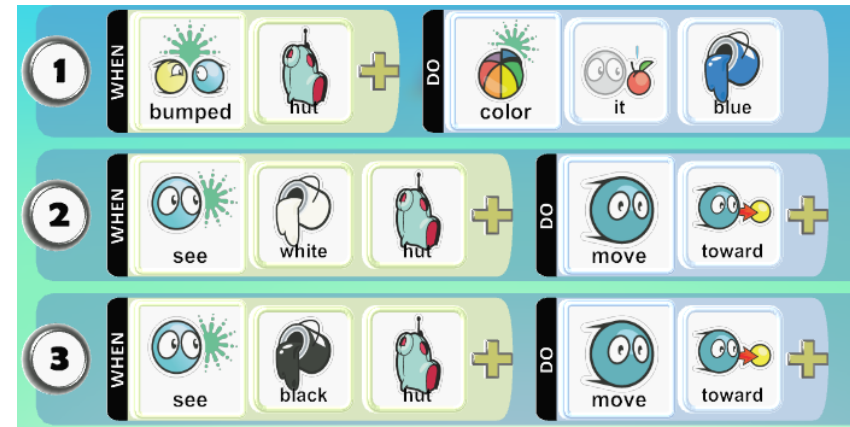


2. How can you fix the problem?



4 Rule order matters when rules conflict.

1. With these rules, what color hut will the kodu visit and paint first?



2. If you wanted to paint the other color huts first, what should you do?

