

# The First Four Laws of Kodu

## First Law of KODU

Each rule picks the closest matching object.

1 WHEN see apple DO move toward

## Second Law of KODU

Any rule that can run, will run.

1 WHEN see apple DO move toward quickly

2 WHEN bumped apple DO eat it

Seeing + Moving

same behavior as:

1 WHEN see apple DO move toward quickly

2 WHEN bumped apple DO eat it

Not Bumping

## Third Law of KODU

When actions conflict, the earliest wins.

1 WHEN see red apple DO move toward

2 WHEN see blue apple DO move toward

## Fourth Law of KODU

An indented rule can run only if its parent can.

1 WHEN see green octopus DO move toward

2 WHEN scored yellow above points DO play good

Score: 5

Score: 0

Score: 5