

Kodu Homework 2

Due Wednesday, March 30


1 Load "FreeWorld2"

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. Use left stick to find FreeWorld2; press "A" to select it.
6. Choose "Edit" and press "A".



2 Add some objects to the world; use two colors.



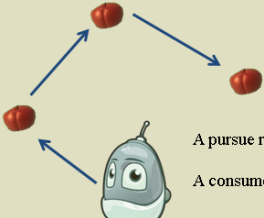
1. Select the  Object Tool.
2. Move the cursor to an empty spot.
3. Press "A".
4. Select an object from the menu and press "A" to add it to the world.
5. Change the color and size of the object using the D-pad buttons.
6. Add several more objects of the same type: 3 hearts, or 4 coins; whatever you like. Use two different colors.

3

Write “Pursue and Consume” rules with a color filter.

Pursue and Consume

Make the Kodu go to objects and eat them.



A pursue rule involves *motion*.

A consume rule *uses up* the object.

Pursue and Consume

1	see	apple	+	DO	move	toward	+	Pursue rule
2	bumped	apple	+	DO	eat	it	+	Consume rule

General Form:
 WHEN see *thing* DO move toward
 WHEN bumped *thing* DO consume it
 "Consume" can be "eat", "grab", "vanish", or something else.

Filter by color:
 WHEN see *color thing* DO move toward
 WHEN bumped *color thing* DO consume it

1. Review the Pursue and Consume flashcard.
2. “Eat” is one type of consume action. Some other types are “boom” or “vanish” (in the “combat” menu), and “shoot missile”.
3. Program the kodu to pursue and consume objects of two different colors.
 - You could eat all the green hearts and “boom” all the orange hearts.
4. Run your world (press the “Back” button several times) to make sure it works the way you want it to.

4

Save your world

1. Press the “Start” button to get to the Home menu.
2. Select “Save my world” and press “A”.
3. Press the “Start” button to save.
4. Press “A” to confirm.



Note: if you want to run your world again on another day, you will find it under the “My worlds” tab, not “Downloads”.