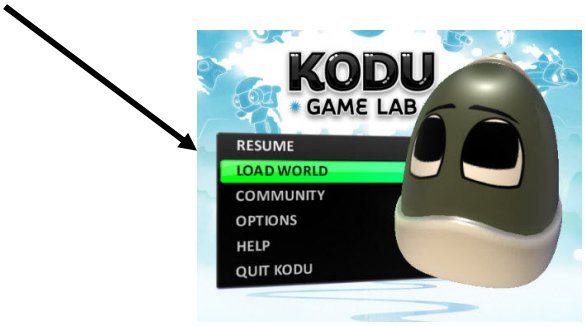
Kodu – Red Apple, Blue Apple Part 1

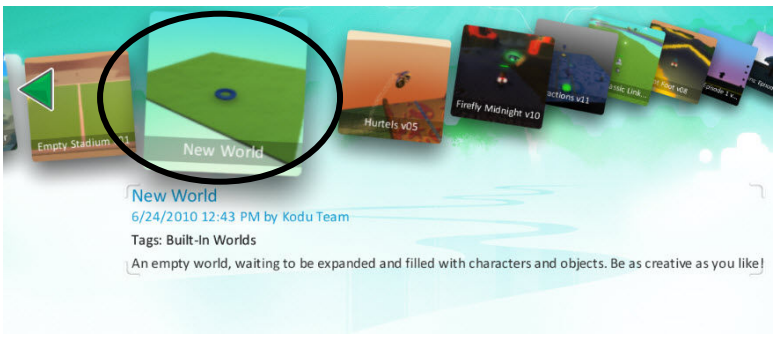
In this tutorial we will be using the *New World* template to create a game with *water*, model moving the *camera* views to more easily work with your objects and alter your game, and *create paths* for objects to move on.

1. Launch Kodu 

2. Click on *LOAD WORLD*



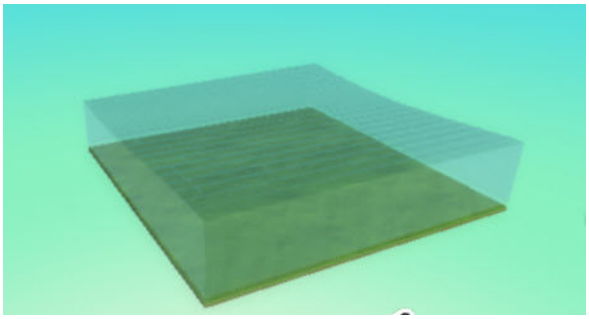
3. Scroll through to select *New World*, then click *Play*



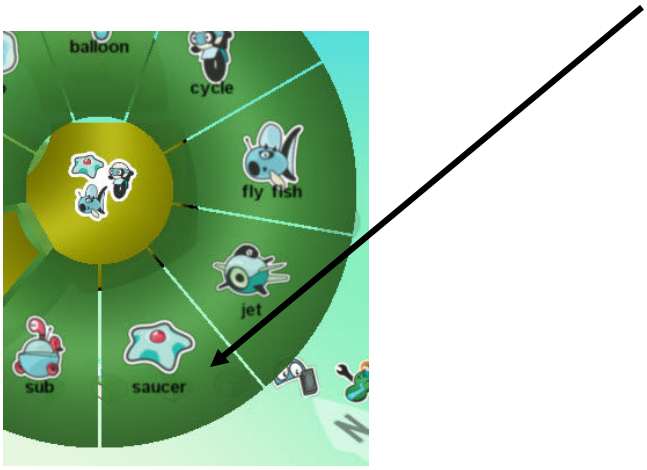
4. Click *esc* to get to edit toolbar and select the *Water Tool*

5. Now select the first *water option #1*.

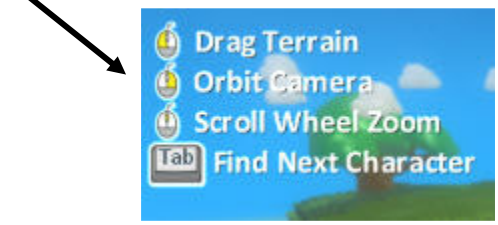
6. Left click on the canvas *10 times* with your mouse to create a body of water.



7. Add an object to your canvas by clicking the *Object Tool* and finding *saucer*.

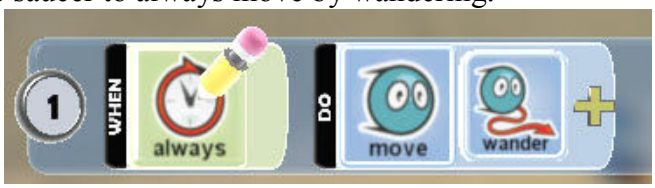


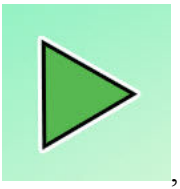
8. It is hard to see the saucer that you have added, so you will need to learn how to change your *camera view*. First, click on the *move camera* icon, or the hand. In the left hand corner of your screen you now have mouse control options to *Drag Terrain, Orbit Camera,* and *Scroll Wheel* to *Zoom*



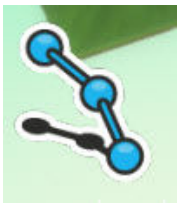
Drag and zoom in to your saucer. This *camera tool* is helpful in finding objects and looking at your canvas's terrain (Note: you can also use the *Tab* to find characters on your canvas).

9. Program the saucer to always move by wandering.



If you go back to *edit* mode and press *Play*  , you'll notice that the saucer naturally flies all over your screen above water.

Esc to go back to edit mode.



10. Select the *Path tool* from the edit tool bar.

11. Click on your world over the water to create a *node*. Drag your mouse to another spot on your world to create nodes that connect to the first one. Continue until you have made a path and have connected it to the first node you made.

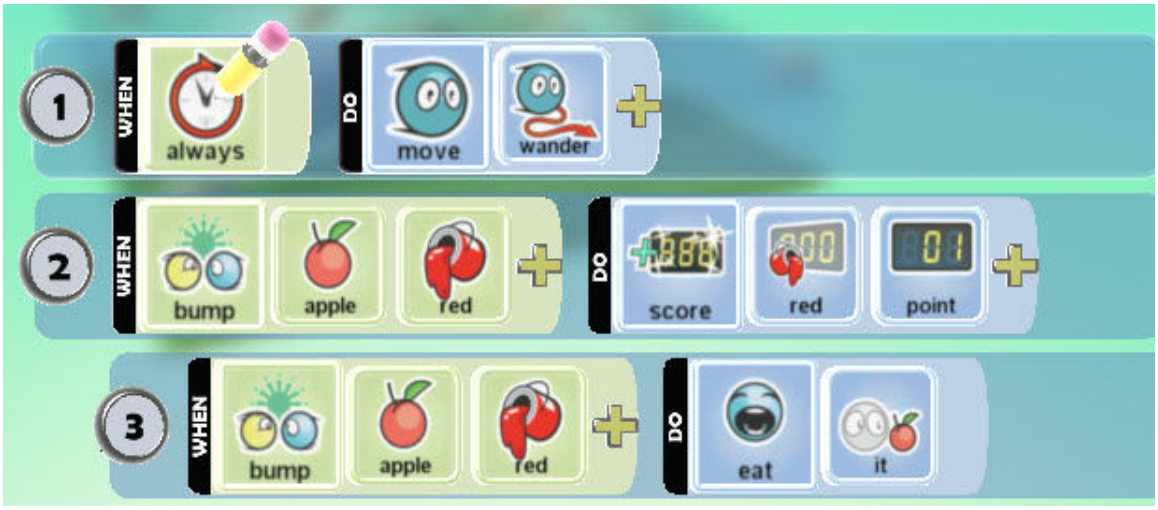
12. Now, go back and program the saucer to follow this path. Select your *Object Tool*, then right click on the *saucer* and go to *program*. You will now have to

delete the tile that says *wander* by right clicking it and selecting *cut tile*. Now add to your program line for your saucer to move *on path*.

13. Next, every *two seconds* we want to program the saucer to *launch* a *red apple down*, and *every four seconds* we want the saucer to *launch* a *blue apple down*. Your programming should look like this:

14. Now 

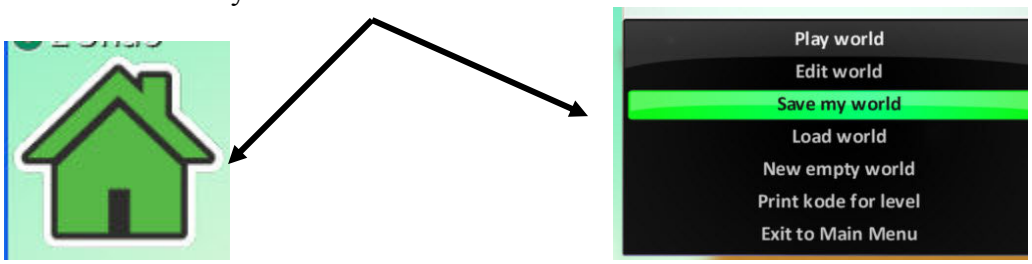
. Select the *Object Tool* and add a *sub*. Notice that the saucer stays above water and the sub under water. Program the sub to *always wander*. Next program it to *bump* into *red apples* and score *one red point*, then *eat it*. You can indent *line 3* of the programming so that apple counts as a score, and *then* is eaten:



Do the same for *blue apples* on lines 4 & 5.

15. Lastly, add another command to *line 6* to *end* the game after *60 seconds*. Your programming should look like the following:

16. Click esc to go back to edit. Click on the Home icon from your tool bar and select save my world



17. Give your world a *name* (i.e. Red Apple, Blue Apple).You can go back and edit the *version, description, tags,* and so on, as you create your world/game. Click *Save*.