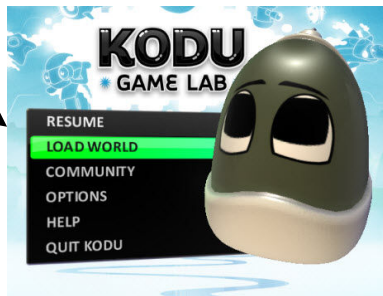


Kodu – Red Apple, Blue Apple Part 2

In this tutorial we will be continuing to edit our game, *Red Apple, Blue Apple*. We will be programming objects to do things at certain *times and intervals*, as well as learning how different *objects interact differently in environments*.



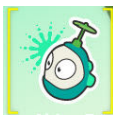
1. Launch Kodu
2. Click on *LOAD WORLD*

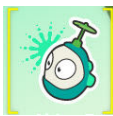


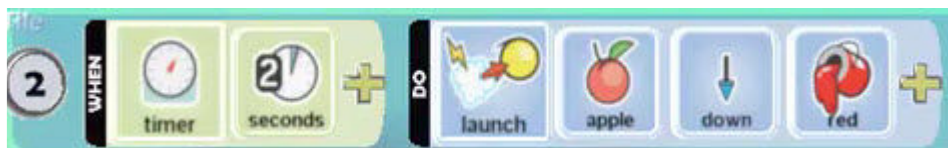
3. Select *My Worlds* to sort out the game templates from the ones you have created



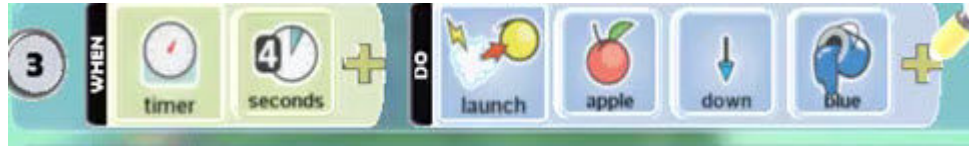
4. Click on *Red Apple, Blue Apple*, and select *Play*. Click *esc* to edit.




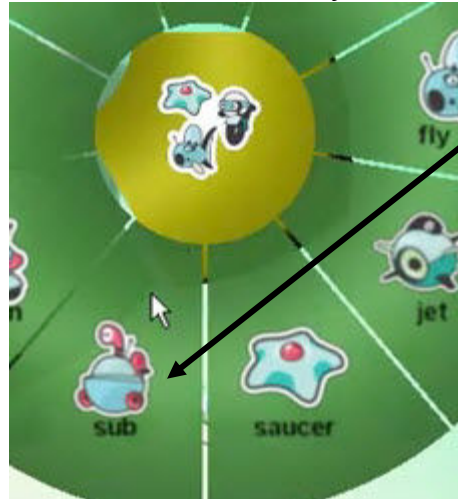
5. Click on Object Tool , right click on the *saucer* and select *Program*.
6. Go to *line 2*. Click on *When* and select *timer*. Next add *2 seconds* to that timer
7. Next, click on *Do* and select *actions*, then *launch*. Add that you want the saucer to launch in the *direction of down*. Also select *color*, then *red*. Your programming should look like this:



8. Do the same thing on line 3, but make sure to change the time interval to 4 seconds and the apple to be blue.



9.  . Next, click the *Object Tool* and add a *sub*.



10. Program the sub to *always move* by *wandering*. *Esc* to go back to edit, and press *Play* to see how your sub interacts with your environment.
11. Your sub will not move in this depth of water. You will need to *esc* to go back to edit and click on your *Water Tool*. Click on your canvas *5 times* to raise the water level. Now press *Play* and watch your sub move around in the water.

