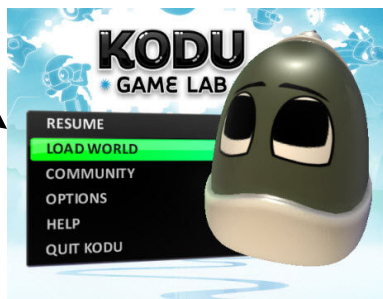


Kodu – Red Apple, Blue Apple Part 3

In this tutorial we will be continuing to edit our game, *Red Apple, Blue Apple*. We will be programming our game to *score points* and *end* after a given time.



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

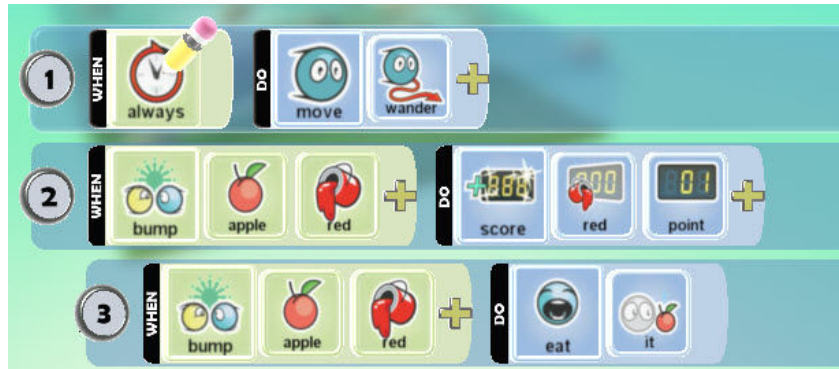


3. Select *My Worlds* to sort out the game templates from the ones you have created



4. Click on *Red Apple, Blue Apple*, and select *Play*. Click *esc* to edit.
5. Now click on the *Object Tool* and right click on the sub and select *Program*.
6. On *line 2* program the sub so that when it *bumps* into a *red apple*, it scores *1 red point*.

- On programming *line 3*, additionally program it to *bump* into a *red apple*, and then *eat it*. Click *line 3* in the page and indent it under programming line 2 by using your mouse and sliding it over. This will program the sub to *first* score a red point, *then* eat the apple. Your programming should look like this:



- Do the same for the *blue apples* by adding programming language to line 4 and 5 for *blue points*.
- Lastly, add a timer to your game so that it will end after a certain amount of time. Click on line 6, and select that after a *time* of *60 seconds* you want the *game to end*. Your programming should look like this:



- If you *esc* and click *Play*, your game will end after 60 seconds and show a score for red and blue apples eaten in the upper right hand corner:



Don't forget to save your game!