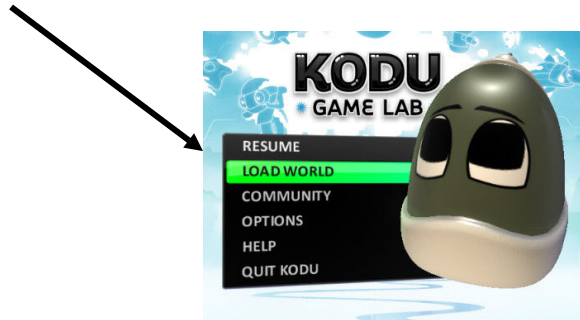


Kodu - Yellow Brick Road Part 1

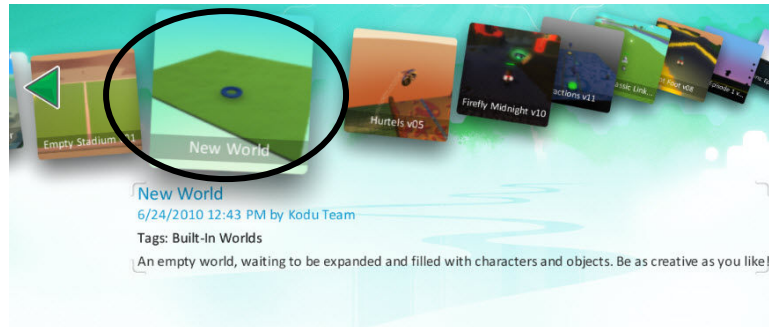
In this tutorial, you will be learning about *painting your canvas*, ending a game based on *points*, and how to *alter* the height of your existing *terrain* to give it a 3D shape.



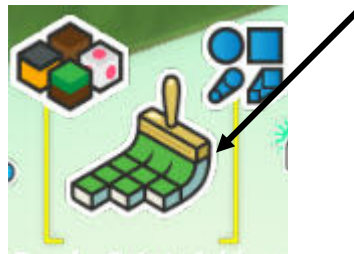
1. Launch Kodu
2. Click on *LOAD WORLD*



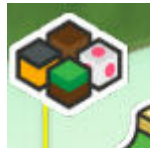
3. Scroll through to select *New World*, then click *Play*



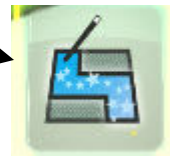
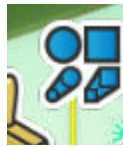
4. Click *esc* to edit and select the *Ground Brush* from the tools



5. Now select the *type of terrain* by clicking the additional options from the *upper left* of the tool. Scroll to *terrain #48* and select it.



6. Now use the additional options from the *upper right* of the *Ground Brush* to scroll through and select the *Magic brush*. Click on the existing terrain to change it.



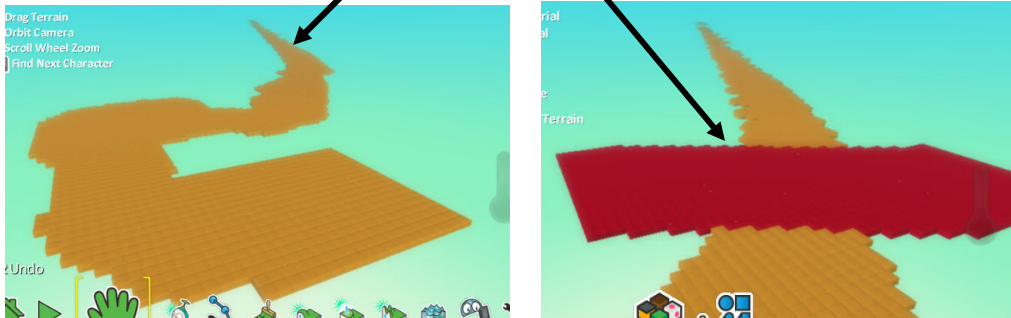
7. Go back to the *Ground Brush* and select the *hard round brush* to create a path by following the next direction.



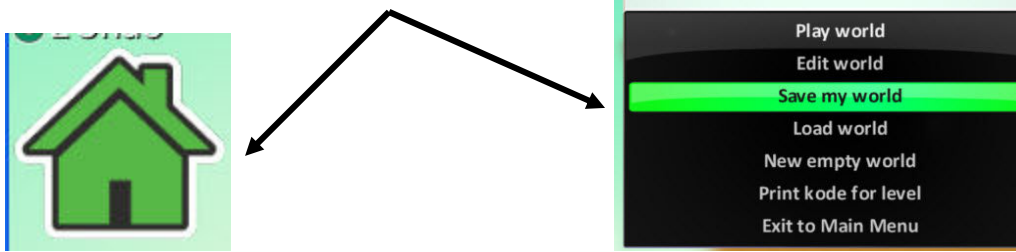
8. Create a curvy path in your world by painting it on your canvas. Make sure you have *two curves* in your path with a longer *straight line at the end*.



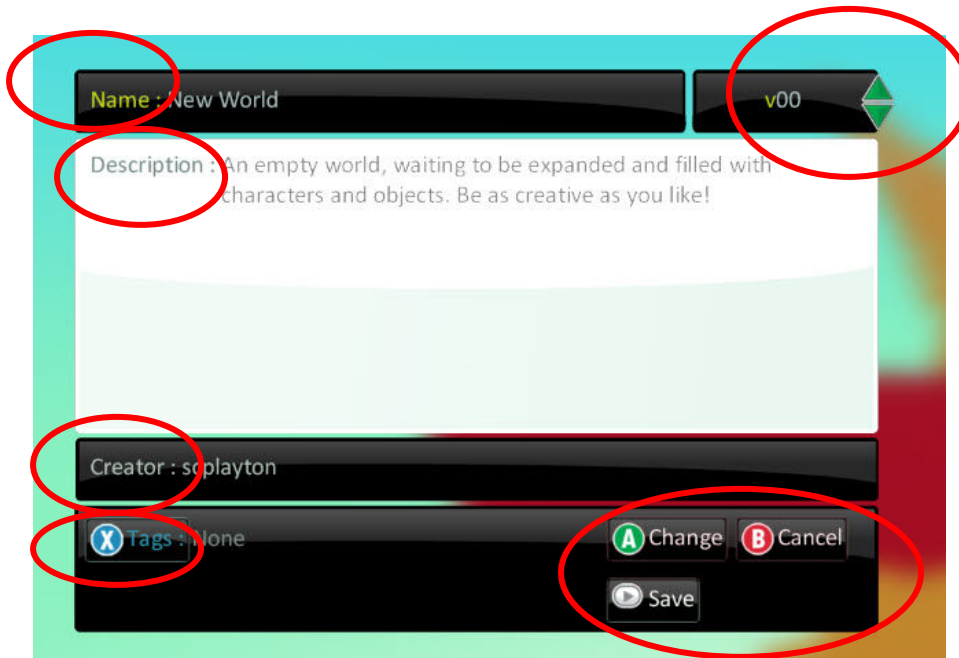
9. Select part in the path past your second curve to make another short path *perpendicular* to your existing path with a *different terrain*. Use the *linear brush* to paint this on your canvas.



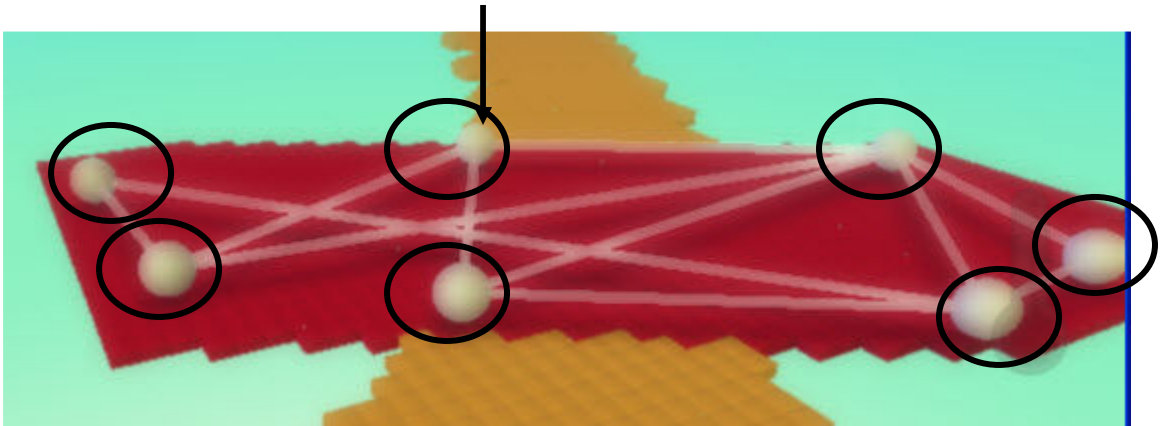
10. Click on the *Home icon* and select *Save my world*.



11. Give your world a *name* (i.e. Yellow Brick Road). You can go back and edit the *version*, *description*, *tags*, and so on, as you create your world/game. Click *Save*.



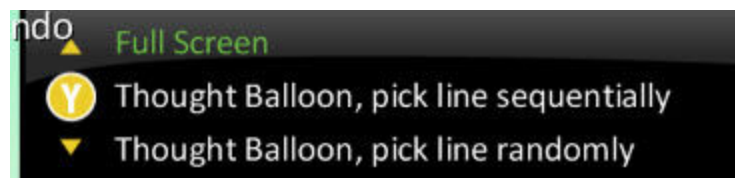
12. Now, select the *path tool* to create a *random* path on your new terrain spanning over your existing road. Make sure they connect so that the path is random when the object following it hits the *nodes*.



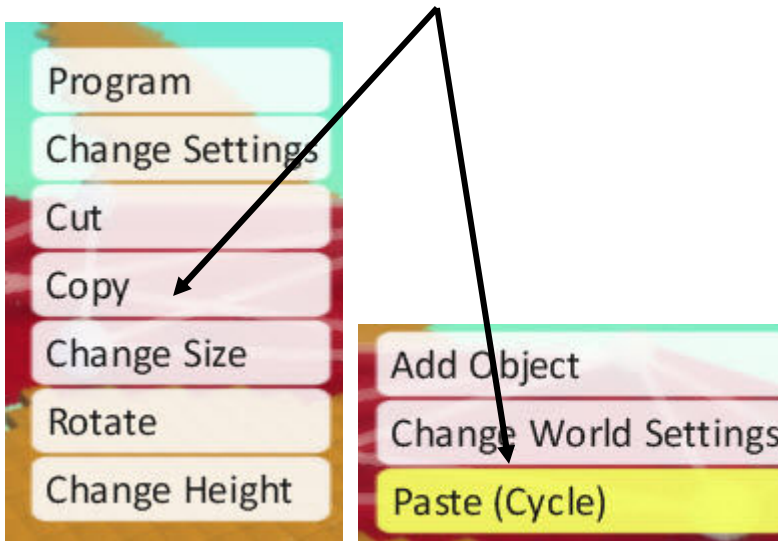
13. Add a *cycle* in your game by selecting the *Object Tool*. Right click to program it to *always move on a path*. When he *bumps into anything*, *say ouch*. In addition, if he *bumps into Kodu*, *subtract 1 white point*. Click *esc* to go back to edit.



Note: When the *say* dialog box pops up, be aware of the following options in the lower right hand corner. Make sure to select *Thought Balloon, pick line sequentially*.



14. Create another *cycle* with the same code by *right clicking on the existing cycle* and selecting *copy*. Then right click on your path and select *paste (cycle)*.

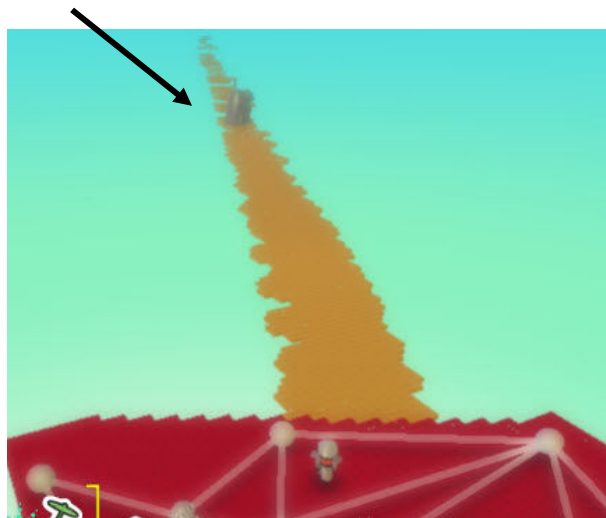


15. Go back to the 2nd cycle's programming and change what the cycle *says* by double-clicking on the *say* icon and editing it. Also, change the amount of *points* that Kodu loses by double-clicking on the points and changing it to 2. Click *esc* to go back to edit.

16. Now, *change the color* of this second cycle.



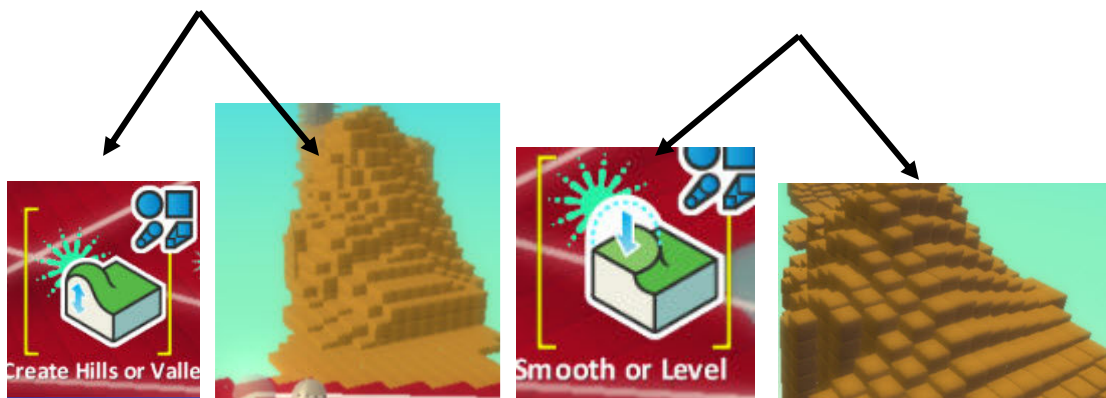
17. Add a *hut* towards the end of your straightened landscape (after the cycles).



18. Program the Hut *When he sees Kodu*, to *express* himself with *hearts*. Also, when it *bumps* into *Kodu*, *Say* “Do you have enough coins?”



19. Use the *Camera Tool* to navigate to the path between the cycles and the hut. Now select the *Up Down Tool* to create hills on your existing terrain. Click on your terrain to increase the *terrain height*. Now, select the *Flatten Tool* to smooth out or level the hill you created with a left click of the mouse.



20. Go to your *Home* tool and *save my world*.

Now that you have created some different types of terrain for your world, think about how different characters move differently in the terrains. Keep this in mind as you create characters for this world.