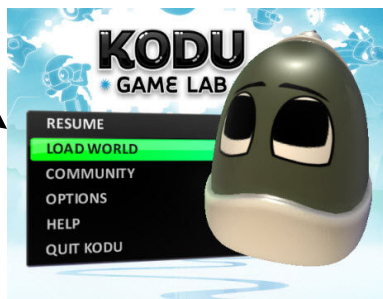


Yellow Brick Road – Part 2

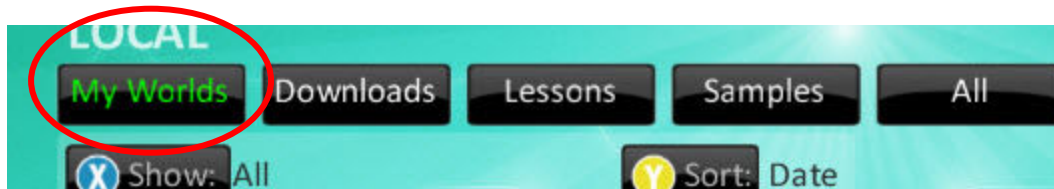
In this tutorial, you will be learning about how to control the character (s) of your game by programming keys on your *keyboard*. You will also learn how you can change the camera *view/perspective* to change the *tone* in your game.



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



3. Select *My Worlds* at the top of your game screen. Scroll Through and find *Yellow Brick Road*. Select *Play*, then *esc* to edit.



4. Add a Kodu at the beginning of your game/path. Program him that When the *keyboard arrows* are used, *move*. You also *always* want the *view* in *1st person*. This will make the game view out of the eyes of the player.

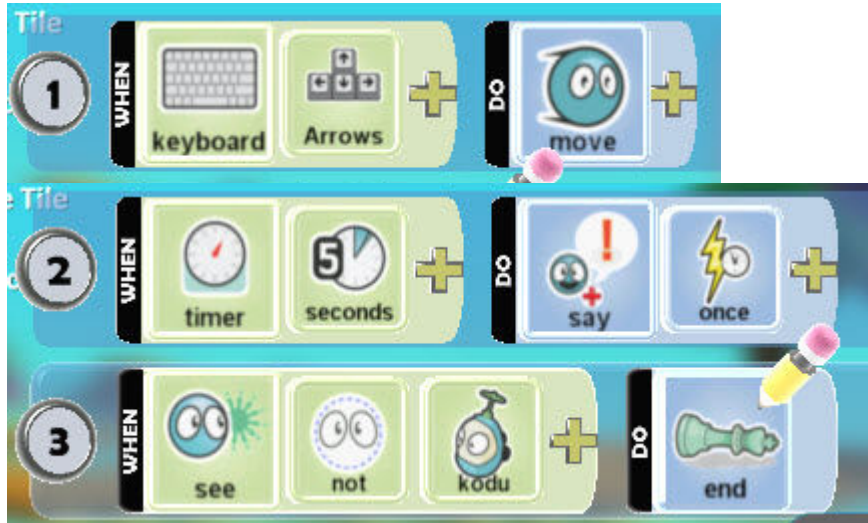


- On the line 4 & 5 of Kodu's programming, add that when he *sees a brown apple*, *grab it once*. When he *bumps into the stick*, *give* (what Kodu is holding). Click *esc* to edit.



(Note: We will be creating the stick and apples later)

- Now, add a *balloon*. Program the balloon with the same 1st line as Kodu so that the balloon has the affect of following Kodu. On line 2, tell the balloon when the *timer reaches 5 seconds*, *say* ("Kodu! I'm above you in the balloon. I can help guide you back home. Give the stick a brown apple to make him sick, quick! He will vanish. Be careful of those missiles too.") *once*. (Note: be sure to *select Full Screen* on all the balloon's saying). *Line 3* should be programmed so when the balloon does *not see Kodu* the *game ends*:



Click *esc* to edit.

7. Add a *stick* somewhere between Kodu and edge of the game world. Give it the following programming:



8. Add a *tree* in the same area. Add the following programming:



9. Click *esc* to go back to the edit screen and *Home* to *save my world* before exiting Kodu Game Lab.