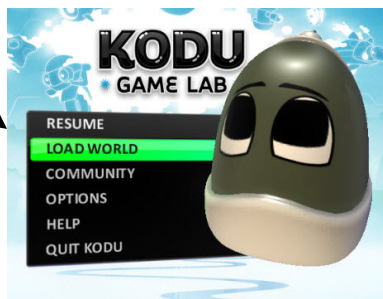


Kodu - Yellow Brick Road Part 3

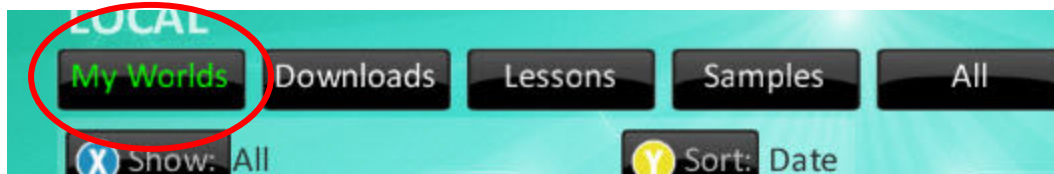
In this tutorial, you will be learning about how *create pages* for your characters to *change the behaviors* in your game. In adding these options to your characters and objects, you will better be able to develop the *storyline* to your game.



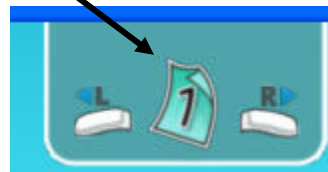
1. Launch Kodu
2. Click on *LOAD WORLD*



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

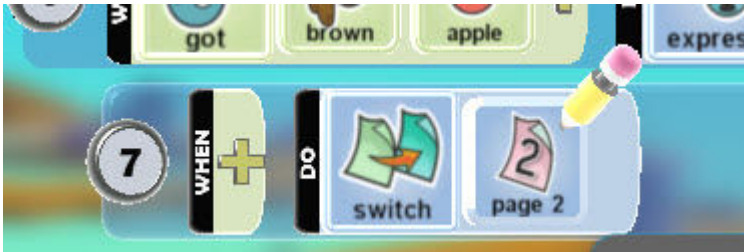


4. We are going to edit the *stick's code* by selecting the *Object Tool*, right clicking on the stick and going to *program*. You will notice at the top of your programming page there is a number **1**.



These numbers indicate the page you are programming. You can *change the behavior* of your objects by *switching* pages of programming.

Go to *line 7* of page 1 programming for the stick and add the following:



Note: Don't forget to indent line 7. We want the stick to *switch to page 2* after he gets the brown apple.

5. Now go to the top of your programming page and click on page 1. Use your *right arrow key* to go to *page 2* of the stick's programming:



Now add that when the *timer* goes *2 seconds*, *vanish*:

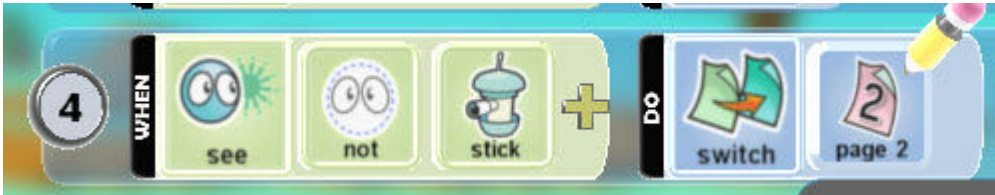


6. Go back to the programming for the *tree* and on *line 3*, tell the tree when it *doesn't see* the *stick* switch to *page 2*:



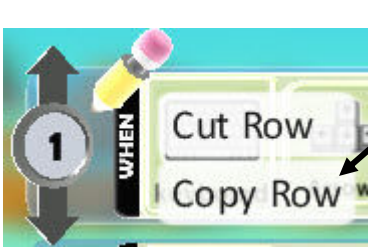
You will be leaving page 2 of this tree blank so that the tree *stops* creating apples after the Kodu's enemy, the stick, has vanished.

7. Next we will be going to the balloon's programming and editing it. On *line 4*, add when the balloon *doesn't see* the *stick*, *switch* to *page 2*.

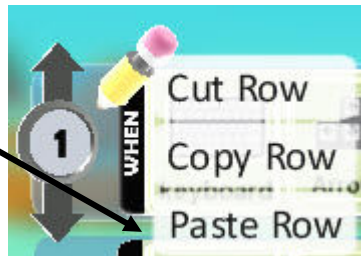


This will enable the balloon to have a different behavior once Kodu gets rid of the stick.

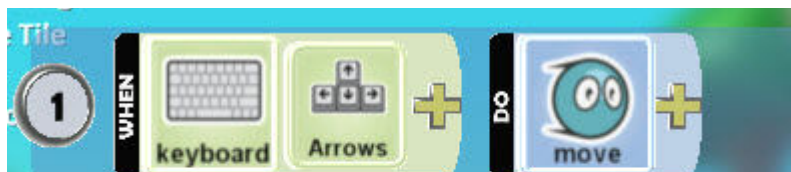
8. We still want the balloon to seem like it is following Kodu around, so repeat the code from line 1 on *page 2*. You can copy (or cut) a line of code by selecting that line, right clicking, and select *Copy Row*:



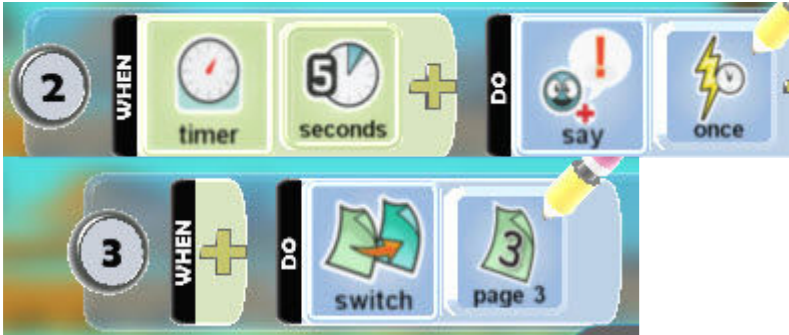
Now go to page 2 of your programming for the balloon and right click on *line 1*, and select *Paste Row*:



Paste this same code for *pages 3 and 4* for the balloon. It will be following Kodu throughout this game to give him clues on how to successfully get home.



9. On *page 2* of the balloon's code, program that after *5 seconds* you want the balloon to *say* Kodu's next clue *once* ("Kodu, you will need coins to survive the cyclists and get home! "). Indent *line 3* and tell the balloon to *switch* to *page 3* after he tells Kodu what to do:



Note: Be sure to select *Full Screen* for all of the balloon's messages to Kodu. This will stop the game and give Kodu the message so he can be sure to get the clue.

10. Be sure to save your work before exiting.