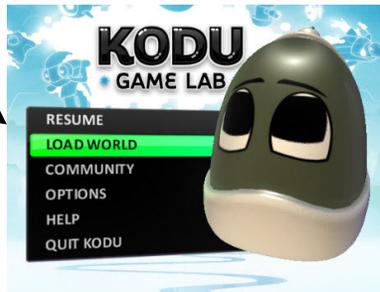


Kodu - Yellow Brick Road Part 4

In this next tutorial you will be adding additional objects to interact and help *change the behavior* of existing objects to *move the plot* of the story/game along. You will see that by adding different characters and using the programming *pages* feature, you can point your main character (Kudu) in the correct direction. *Timing* is going to be very important.



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 need to now create our object that creates the coins for Kodu to be capable of winning the game. Select your *Object Tool* and create a *rock*. Tell the rock that when he does *not see* the *stick* (it has vanished) to *switch* to *page 2*:



- Go to *page 2* of the programming for the rock. Tell it to *randomly every 5 seconds* (so somewhere between five seconds) to *create a coin*. After *50 seconds*, *vanish* the rock so he is no longer creating coins.



- Now we have to enable Kodu to collect these coins. First we will need to add to the *page 1, line 6*, that when he does *not see* the *stick*, he *switches* to *page 2* behaviors. Be sure to indent line 6:



The first two lines of page 1 will need to be copied to *page 2* of Kodu's programming (remember to right click on the rows to copy/paste).

- On *page 2* of Kodu's programming, add on *line 3* that when he *bumps* into a *coin* he *scores 2 white points*. Indent the *line 4* and add that when he *bumps* into the *coin*, he will also *vanish it*:

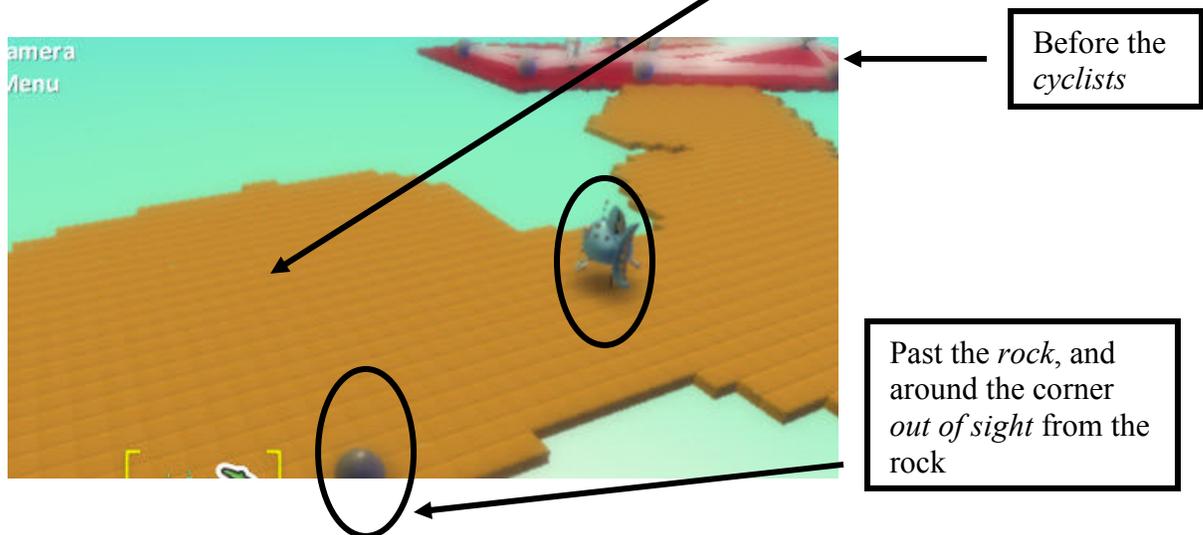


On line 5, add that when he *sees* the *fly fish*, switch to page 3:



Esc to go back to edit.

8. Now we need to add the *fly fish* around the second curve of the terrain past your rock you drew so he can play a role in the game:



9. Program the *page 1* of the *fly fish* that when he *sees Kodu close by* (so when he is around the corner, past the rock) to *say* something *once* to give him his next message. On *line 2*, also (*indent*) when the fly fish *sees Kodu*, *switch* to page 2:

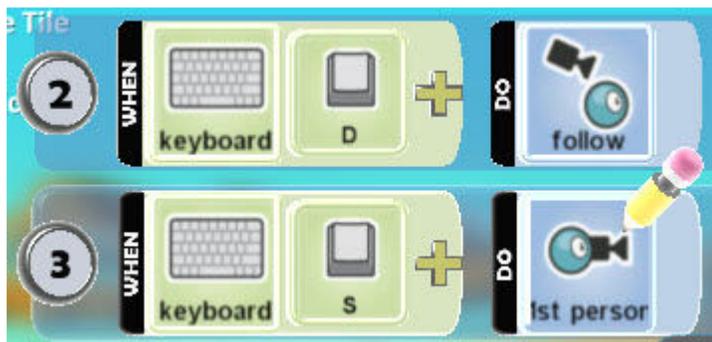


Note: The fly fish's message is going to give Kodu some important information about using the keyboard to change the character's camera *view*. This will help

change the mood of the game (seeing things from a different perspective). This may assist some players in completing the game successfully.

The *fly fish* should say in *full screen*, “ Hi! I’m your friend Mr. Fish. Watch out for those cycles ahead! They will bump into you and take your life if you are not careful! Get an aerial view of the cyclists by clicking D on your keyboard. Click S to go back to your view.”

- Go back to Kodu to edit his next programming pages. Copy and paste the *first row* of programming on *page 3* so that we can continue controlling Kodu with the arrow keys. Add on *line 2* that when you *keyboard* the letter *D*, the camera *view* will *follow* Kodu (an aerial view). Add to *line 3* that when you *keyboard* the letter *S*, the camera will be seen from *1st person* (character’s point of view):



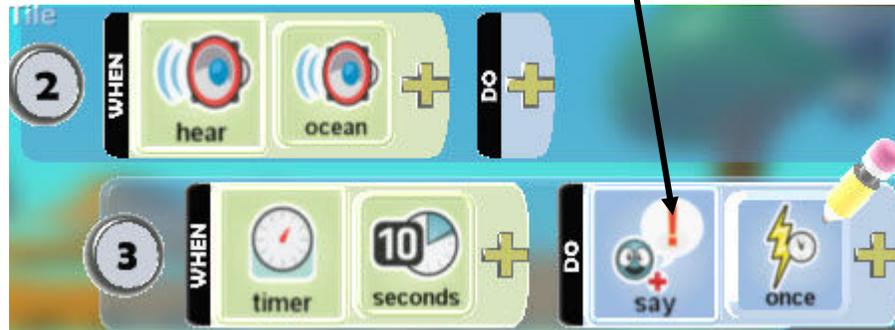
This will enable you to control Kodu’s *view*, hopefully assisting him with seeing the rest of his adventure and obstacles ahead.

- Return to the fly fish programming. On *page 2* add that when it sees Kodu, *turn towards* him *slowly* (I added two *slowly* commands so it would be *slower*). Indent *line 2* and tell Kodu to also *play ocean music once*:



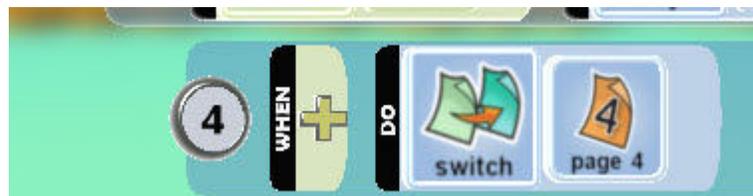
Note: The music will be a prompt for a *change in behavior* for the balloon and also set the *tone* for the fish.

12. Return to the *balloon* programming. Copy *line 1* of code to the *page 3* so that the balloon still moves with Kodu. On the *line 2* of *page 3*, add that when the balloon *hears the ocean*. In addition, indent the *line 3* and add when the timer reaches *10 seconds*, say (“Look both ways! Don’t let them hit you.) *once*. Remember to choose *Full Screen*:



Note: This type of programming will prompt the timer to begin counting down only after it hears the sound of the ocean.

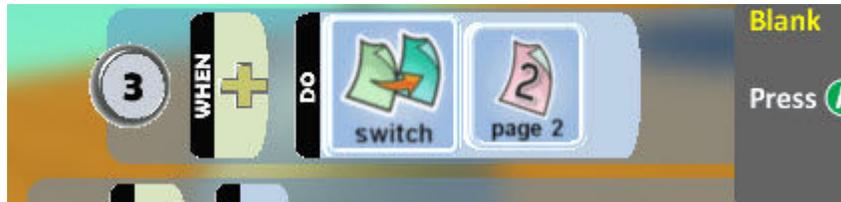
13. In the last line for *page 3* add that you want it to *switch* to *page 4* (be sure to *indent* this line from line 3, so that the commands change to page 4 after the message):



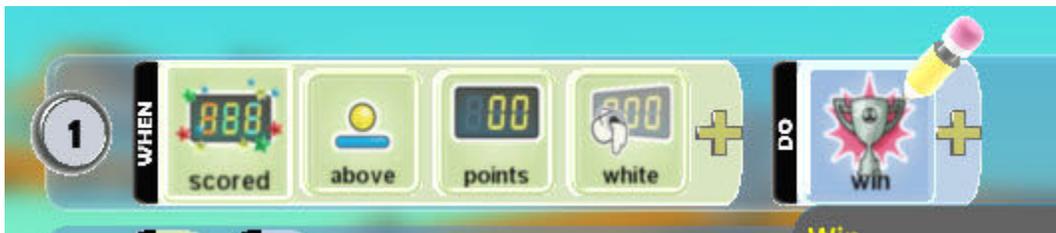
14. On the *page 4* of programming for the balloon, copy the code to follow Kodu in *line 1* (*keyboard arrows move*). On *line 2*, tell the balloon that when it *sees the hut close by and below* to say (“You’re almost home Kodu!! Keep following the yellow brick road. Make sure you have coins and don’t have to go back to get more“) *once*:



15. Go back to the *hut* and add the following programming to *line 3* of *page 1*. Tell it to *switch* to *page 3*. Be sure to indent it from line 2 so that it happens after the hut has expressions (as line 2 indicates):



16. On *page 2* of the *hut*, program that when the *score* is *above zero white points*, the game is over and Kodu *wins*:



17. The last piece of this game includes adding a timer. Add an object to your game (i.e. *tree*). Program it that after the *timer* reaches *180 seconds* (3 minutes), the *game is over*:

