Programming Basics for KODU Game Lab

Opening Screen

The Tools

Home Menu
For Play, Save, Print, Edit, Load, and Exit

Object Tool Add & Remove Characters & Objects.

Up/Down Create Hills

Water Tool

Move Hand tool to move around the game.

Ground Brush Create land

Flatten

Settings

Play Start the game to test/play.

Path Tool Add Path, Wall, Road, or Flora

Roughen

Delete Tool
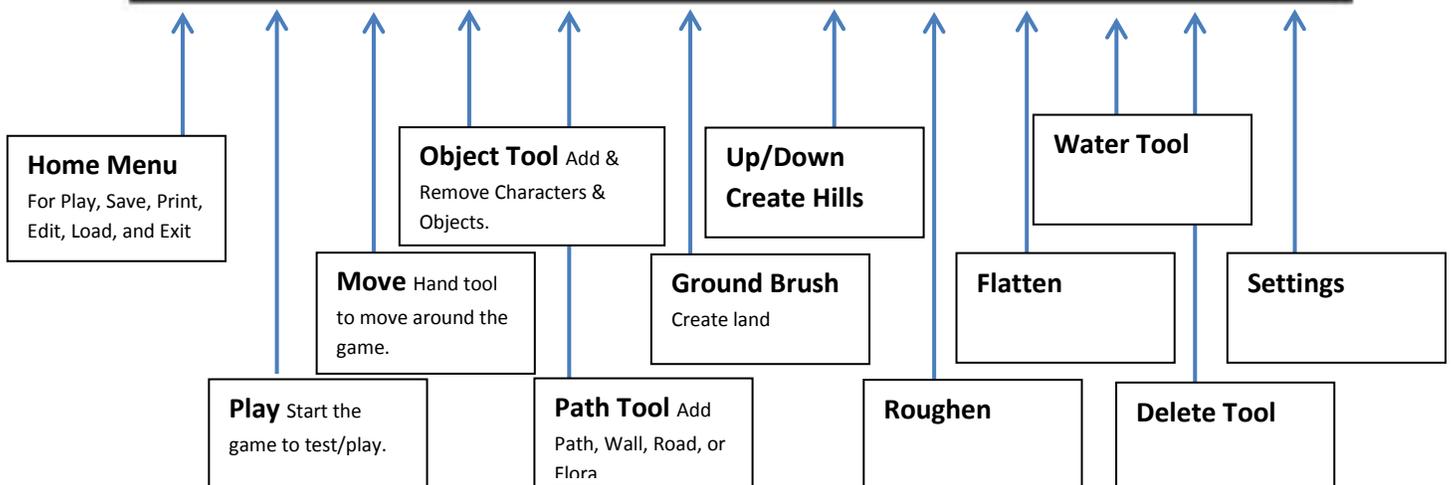
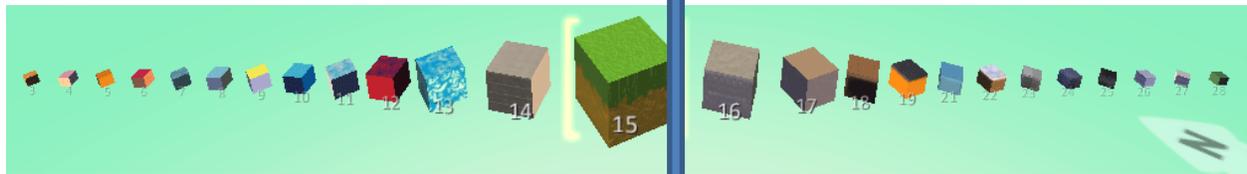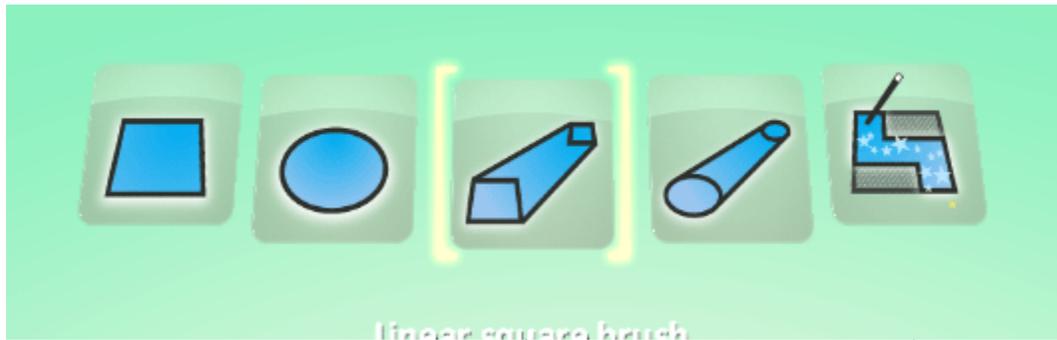**Creating the Play Area**

Click on the Brush Tool and reveal the surfaces and shape options.

Surface Options

Surface Options

Round Brush

Allows you to draw with a circle to make

Linear Round Brush

Allows you to draw long, straight paths with a circle to make ground.

Square Brush

Allows you to draw with a square to make

Linear Square Brush

Allows you to draw long, straight paths with a square to make ground.

Magic Brush Allows you to select common pieces of land to raise and lower all at once. If you use the arrow keys, you can make the selected area a bit smaller, and then lower that area creating a walled in area.

Creating Characters/Objects

When you click on the Object Tool, this screen pops up. You will notice that some of the selections have a black arrow on them. This means that they contain a submenu with more objects.

Here are some of the objects that you can choose.

Physical Actions

You need to choose the action that your character/object will do. Here is a list of the actions that could happen when you use your keyboard, mouse, control pad (X-Box), or when the characters and objects interact with things.

Physical Sensors

These allow your characters to see, hear, or touch things so that actions, reactions, and interactions can be programmed.
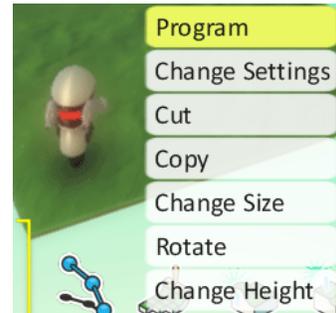
Here's How It Works

1/ Pick your character from the objects area, click your mouse in the play area to put it there.
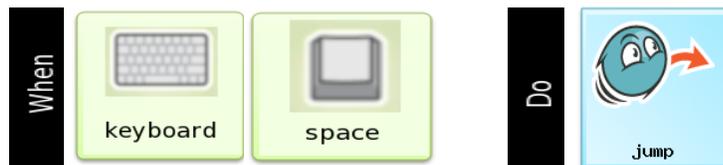
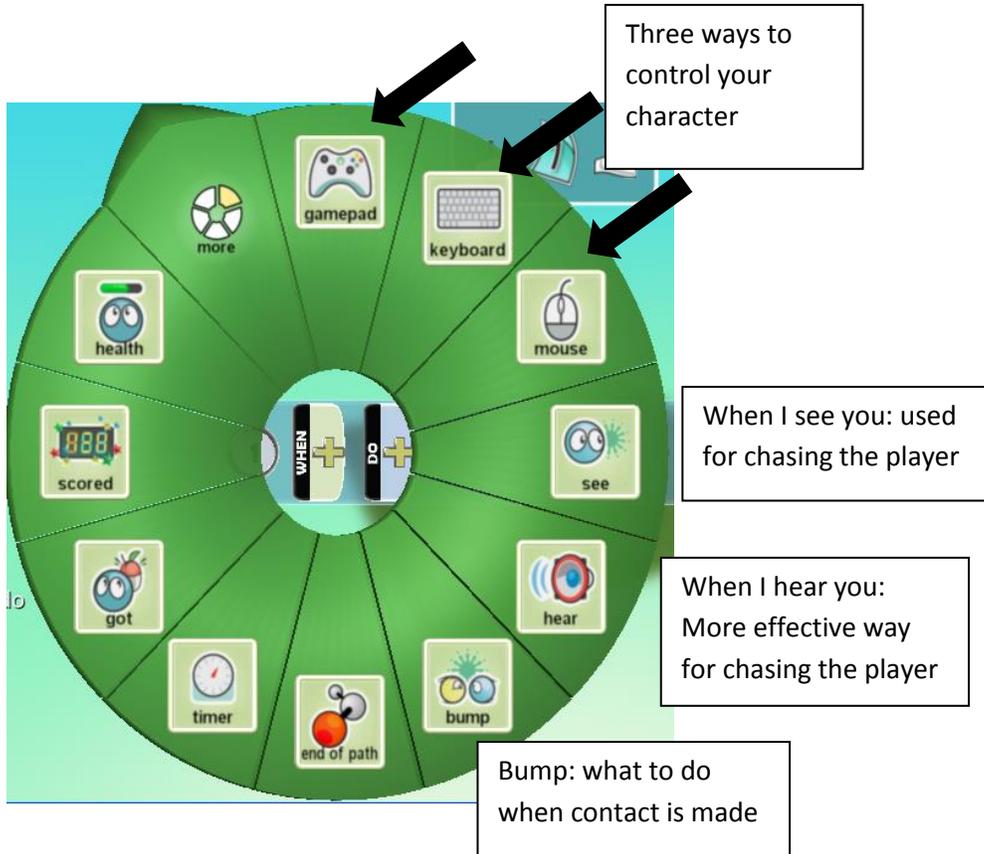2/ Right click on your character and choose **Program**.

3/ Choose what will happen **When** you engage. For instance, **When** you hit the arrow keys on the keyboard, you want the character to **Do** move.

4/ You can be more specific by saying that **When** you hit the space bar, your character will **Do** jump.

When

Three ways to control your character

When I see you: used for chasing the player

When I hear you: More effective way for chasing the player

Bump: what to do when contact is made

More – when you click the More button

Do