

Controlling a Character

Make the character move using either the left stick or keyboard arrows



Collecting Objects

Makes the player eat the object it has bumped into



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Following Paths

Make the character continuously move along a path. Use + to set the colour of the path if using more than one.

A Kodu programming block with a teal background and a black border. On the left is a grey circular icon with the number '5'. To its right is a black vertical bar with the word 'WHEN' in white. This is followed by a green square icon containing a clock face and the word 'always' below it. To the right of this is another black vertical bar with the word 'DO' in white. This is followed by two blue square icons: the first contains a blue character with large eyes and the word 'move' below it; the second contains the same blue character with red dots and the words 'on path' below it. A yellow plus sign is positioned to the right of the second icon.



Enemy Shooting

Enemy will shoot at player (in this case Kodu) when he comes into view



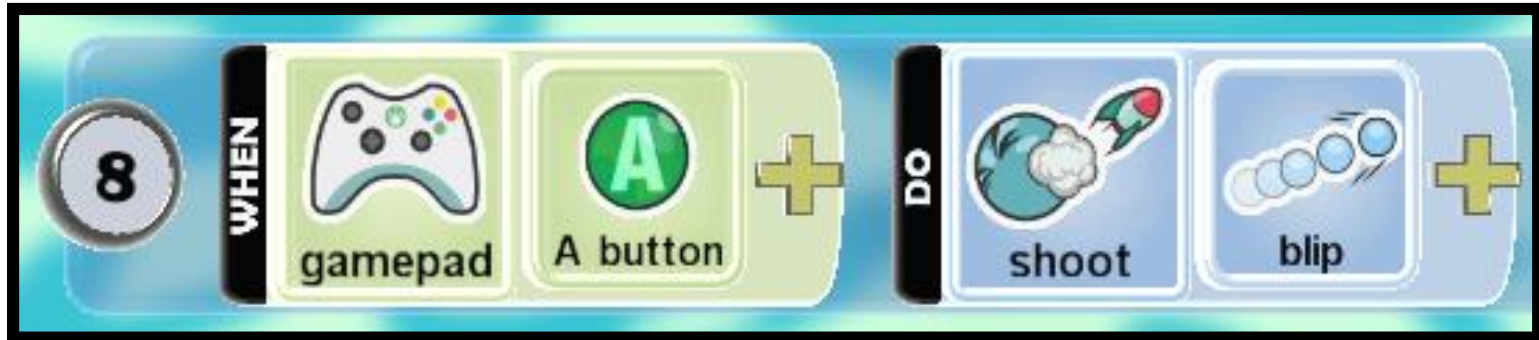
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Player Shooting

Player will shoot blips when the A button is pressed



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Switching Pages

Program will switch to Page 2 when the player eats a yellow apple



A Kodu programming block with a circular icon containing the number 2. The block is divided into two sections: 'WHEN' and 'DO'. The 'WHEN' section contains three conditions: 'bump' (represented by a character's eyes), 'apple' (represented by a red apple), and 'yellow' (represented by a yellow apple). These are connected by a plus sign. The 'DO' section contains two actions: 'switch' (represented by two pages being swapped) and 'page 2' (represented by a pink page with the number 2).



Scoring

Players score will increase by one when he bumps into a coin



Health/Damage

When the player bumps into the cycle his health will go down by two points



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