

Self Assessment Sheet



Name:

Class:

8A4 JDR



Date	Learning Objective(s)	Achievement 😊 or 😐 or ☹️
9/5/13	LO: Learn how to create a world and control a character using Kodu	
16/5/13		
23/5/13		
Game development		
Game Testing and Modification		
wWW...		
EBI...		



Task 1: Environment

Objectives: Go over the skills you learned in the last session by creating land with texture, add water, trees, rocks, etc.

To Do Checklist:

- Go to Empty World.
- Create a landmass with:
 - At least two types of materials
 - Create rolling hills, mountains (with a white peak), and valleys
- Make an island or two off the coast of your land
- Add water as either a river, lake, ocean or all of the above (remember water needs to be on land!)
- Create a magical forest somewhere in your landscape (You can define magical in any way you want. There are number of objects to choose from: trees, rocks, stars, coins, etc.)



Task 2: Object Behaviour and Paths

Objectives: Learn how to add different types of Behaviours to objects & paths in a Game environment

To Do Check List:

- Create a character that the user controls with the controller.
- Create a second character that has automated movement.
- Create a path on which a third character moves.
- Create an object that does something either when it is bumped, sees or told to do something using the controller or when it is programmed to do something automatically through a DO statement.

Extension/Challenge Level

After you have created your world, see if you can find where to change the mood and tone of the game. Specifically, try changing some of the settings. Investigate the following settings and note how they change the meaning of your world:

- Wave height
- Sky
- Lighting
- Breeze

How do adjustments to the setting change the feeling of your world? HINT: Spanner!