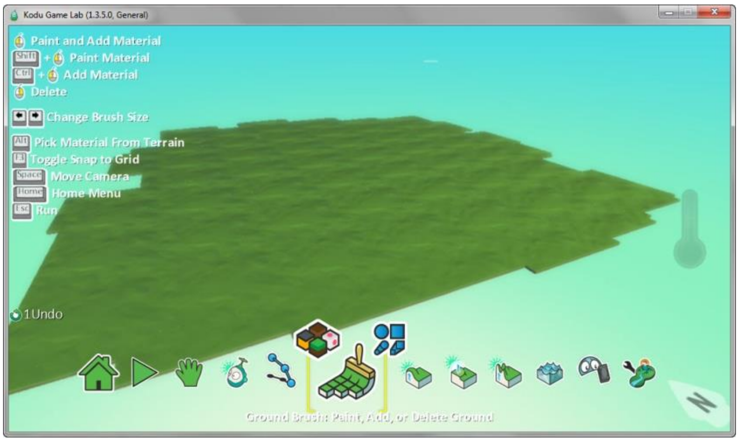
TECHFUTURE GIRLS

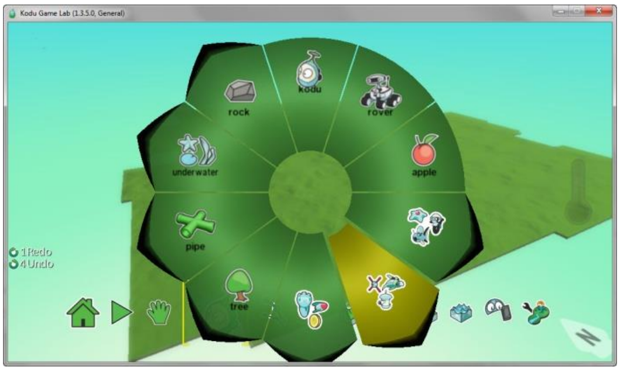
How2

How2 create a healthy eating character game

That is, how2 create a game where the character roams around the world eating apples!

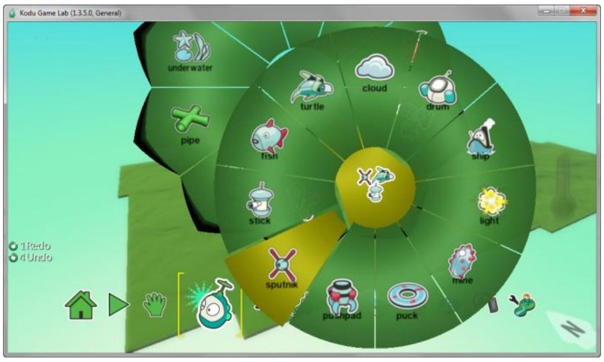

Kodu Game Lab (1.3.5.0, General)

I am going to make a new world for this game, one that is simple with just flat terrain so my character can move around and find the apples easily. Start a **New World** when you open Kodu Game Lab, and select the large paintbrush to add lots more terrain to your world. I have clicked lots of times to make a large green area. You can change the colour of the area if you want to by using the blocks and choosing a different colour – just click on the four blocks above the paintbrush tool and use the arrows to move between the different colours of terrain.

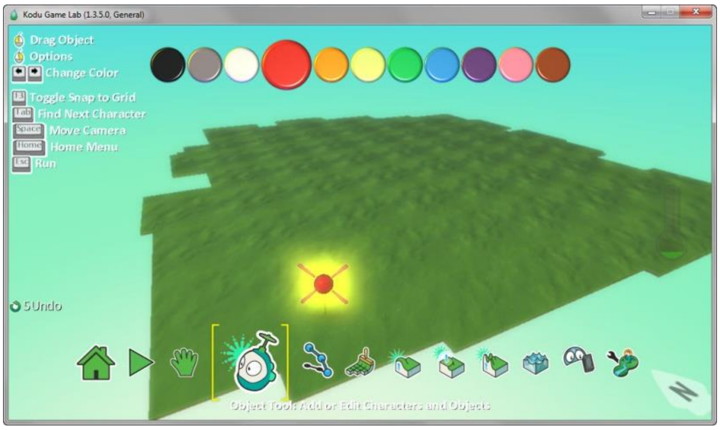

Kodu Game Lab (1.3.5.0, General)

So far, we have only looked at the Rover character. There are lots more characters you can use in Kodu. If you click on the Kodu character tool, the wheel appears where there are lots of options to choose from. Select the option in the bottom right corner (as shown) to see more characters. You can also explore the two segments of the wheel on either side of this for more characters.

On the second wheel, you will see lots of new options. There is a turtle and a fish (who really needs water) and a Sputnik, which is the character I like. Double-click to select this character and he will appear in your world.


Kodu Game Lab (1.3.5.0, General)

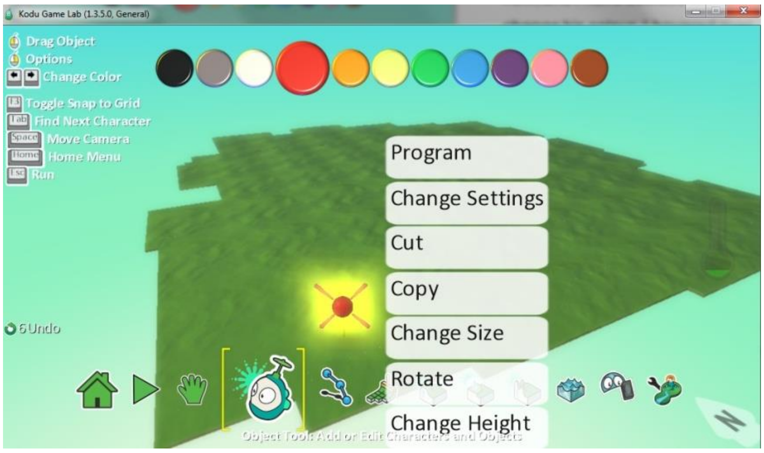
How2



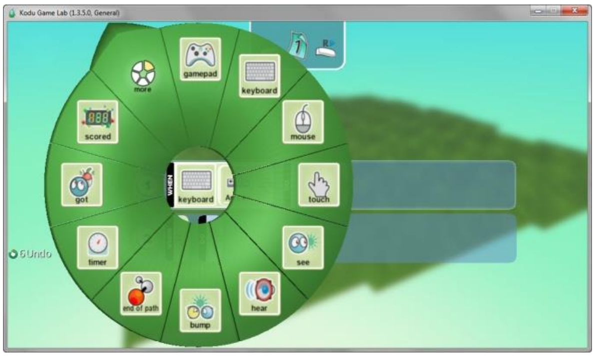
I have my Sputnik in my world now, and I have decided to change his colour. I hovered over him with my mouse and used the arrows to move through the colours. You can make the Sputnik any colour from the range that appears at the top of the screen.

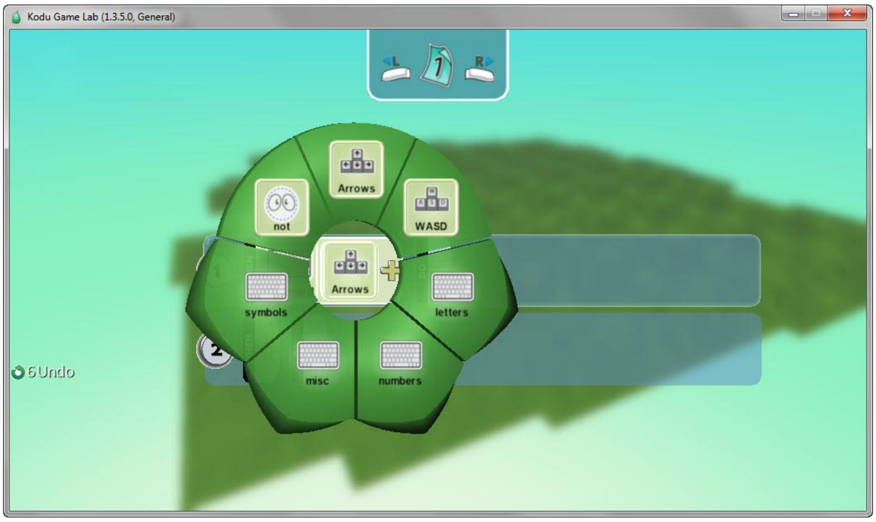
Making sputnik move around the world

In the previous how2, we programmed Rover to wander around the world with a click of the mouse. So that we have more control over Sputnik, I am going to program him so that I can move him using the right, left, forward and backwards arrows on the keyboard. Right click on him to pull up the menu with Program at the top. Click on Program.

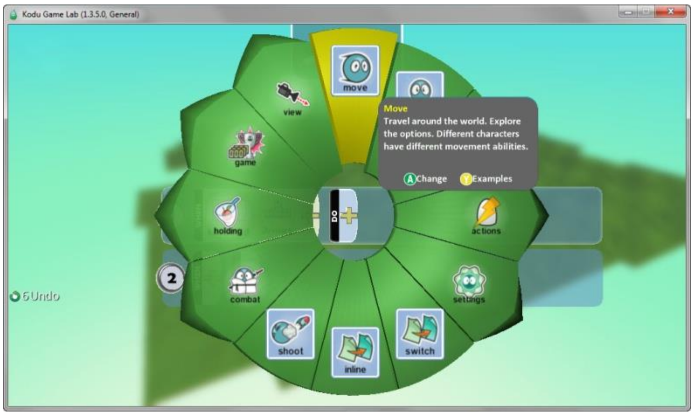


After you have clicked Program, a band appears which is where you program Sputnik. Click on the 'WHEN' tile and select **keyboard** from the wheel.




Kodu Game Lab (1.3.5.0, General)

Click on the ‘+’ sign next to the keyboard, and another wheel appears. Click on arrows to tell Kodu that you want to control Sputnik with the arrows on the keyboard.

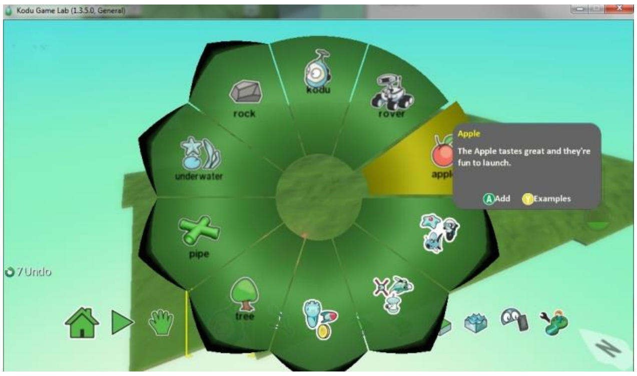

Kodu Game Lab (1.3.5.0, General)

Move
Travel around the world. Explore the options. Different characters have different movement abilities.

Now we have to tell Kodu that Sputnik needs to move when the arrows are pressed on the keyboard. Click on ‘DO’ and from the wheel that appears, select **move**.

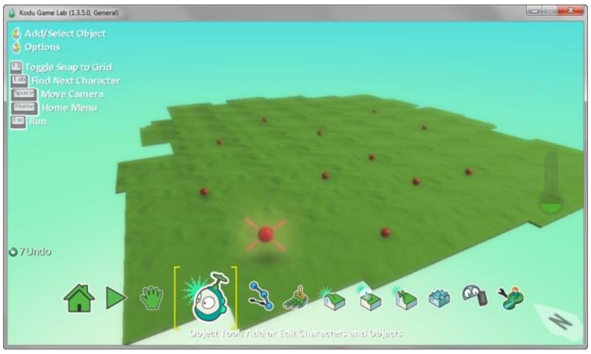
Check your Sputnik is moving when you use the arrows by pressing Esc (escape) and running the game. When you use the arrows, Sputnik should move forwards and backwards, to the right and to the left.

We want Sputnik to collect and eat apples in our game, so the next thing we need to do is add some apples. Go back into the character and objects tool (the Kodu icon) and select Apple from the wheel. Double click to add as many apples to your world as you want. You can drag them around to spread them out too.

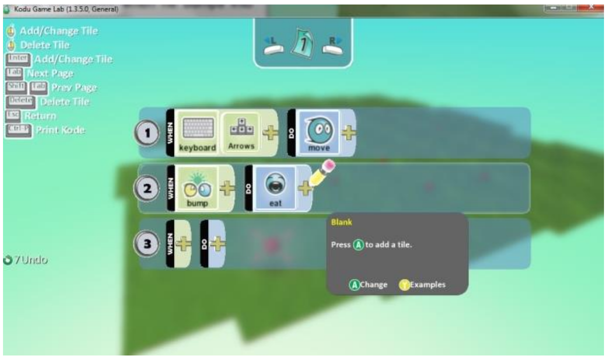

Kodu Game Lab (1.3.5.0, General)

Apple
The Apple tastes great and they're fun to launch.

You can see I have added quite a few apples to my world. When you feel you have enough, and they are spread around well, it's time to program Sputnik to eat the apples when he bumps into them.



Programming sputnik to eat the apples



To program Sputnik to eat the apples, right click on him and select **program**. To add this extra function, we use the second line of tiles. Click on 'WHEN' and select **bump** from the wheel that appears. Then click on 'DO' and select **eat** from the wheel. Now you have told Kodu that when Sputnik bumps into an apple, he will eat it. Sputnik is now programmed! To check he's doing what you want him to, press Esc twice to run the game. Hopefully, as you move Sputnik around the world, using the arrows, he will bump into apples and eat them!

All the best games, though, have a scoring function that allows you to earn points for achieving something. In the next how2, we are going to add a scoring function to this game so that every time Sputnik eats an apple, he scores a point. Save your game carefully as you will need it to add the scoring function.