

## Coding Challenge 4: Create a healthy eating game in Kodu

You have already gained your **Kodu Gamer** badge by completing the online challenge – well done! You were introduced in that challenge to Kodu Game Lab, and how it can be used to build game worlds, populated with objects and characters, and how these can be programmed to interact.

Your offline challenge is to create a healthy eating game, with a character in your own Kodu game world, who will move around the world and eat apples. And for each apple, your character should gain a score.

### Your step-by-step guide

- Our **How2 download Kodu Game Lab** will help you to install a copy of the software on your computer.
- Use our **How2 create your first world in Kodu** to build a game world with more ground than the quite small world that opens up when you select New World. You can decide what type of ground you want – there is a lot to choose from!
- Use the **How2 add objects and characters to your world** to choose a character and the apples that you need to make the game. The **How2 create a healthy eating character game in Kodu** will help you to program your character to move around the world, eating apples as s/he bumps into them.
- To add the scoring function, which increases the score every time your character eats an apple, use our **How2 add a scoring function to your healthy eating game**.
- Share your game with your friends. Add a time limit to make it competitive! Who can collect and eat the most apples in 30 seconds perhaps!
- Explore Kodu a little more to see what other games you can create. Use the resources on the [Kodu Game Lab](#) website for more creative inspiration – you could build a world on another planet, or an underwater world. Check out the [Worlds](#) to see what others have done with the creative potential of Kodu.

