

Kodu Makerspace

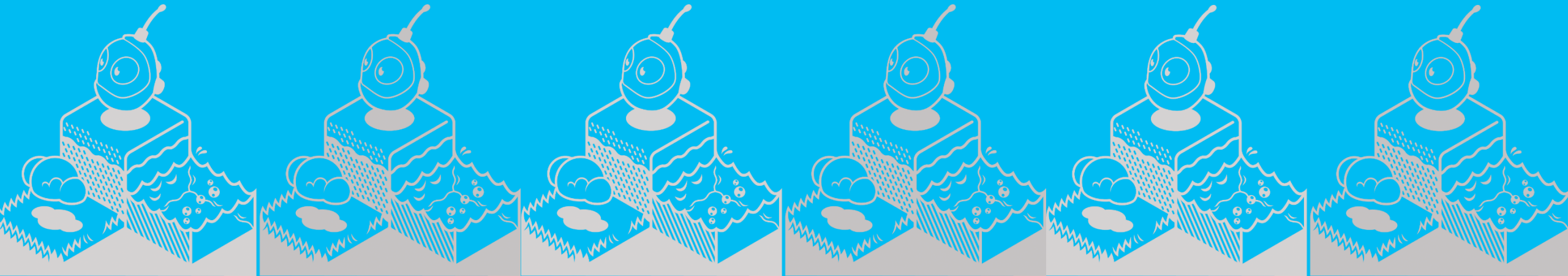
Learn to make your own games!

Lesson 1



Questions we'll answer:

- What is Kodu Game Lab?
- How can you use Kodu Game Lab to make fun games?
- How do you navigate the Kodu menus?
- What is the When...Do... game action?
- How can you modify game characters and actions?



Introducing Kodu Game Lab

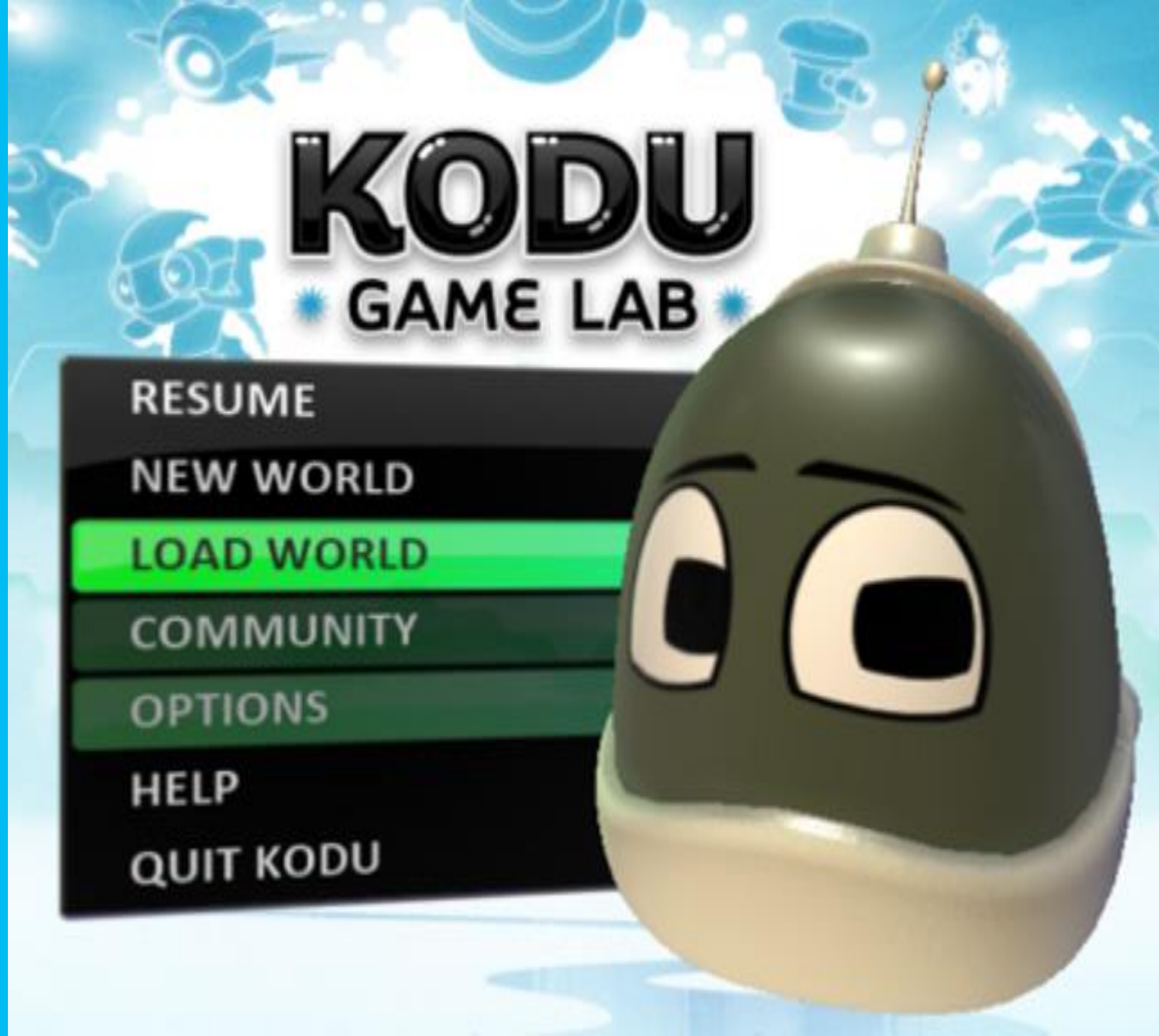
A toolkit for you to learn
basic programming skills



Microsoft

Kodu Game Lab main menu

- Load World
- Resume
- New World



Load World main screen

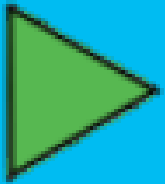
- Select Load World
- Type Flashy Fishbots into the search box
- Select Play



Tool Palette navigation: Flashy Fishbots



- Home menu



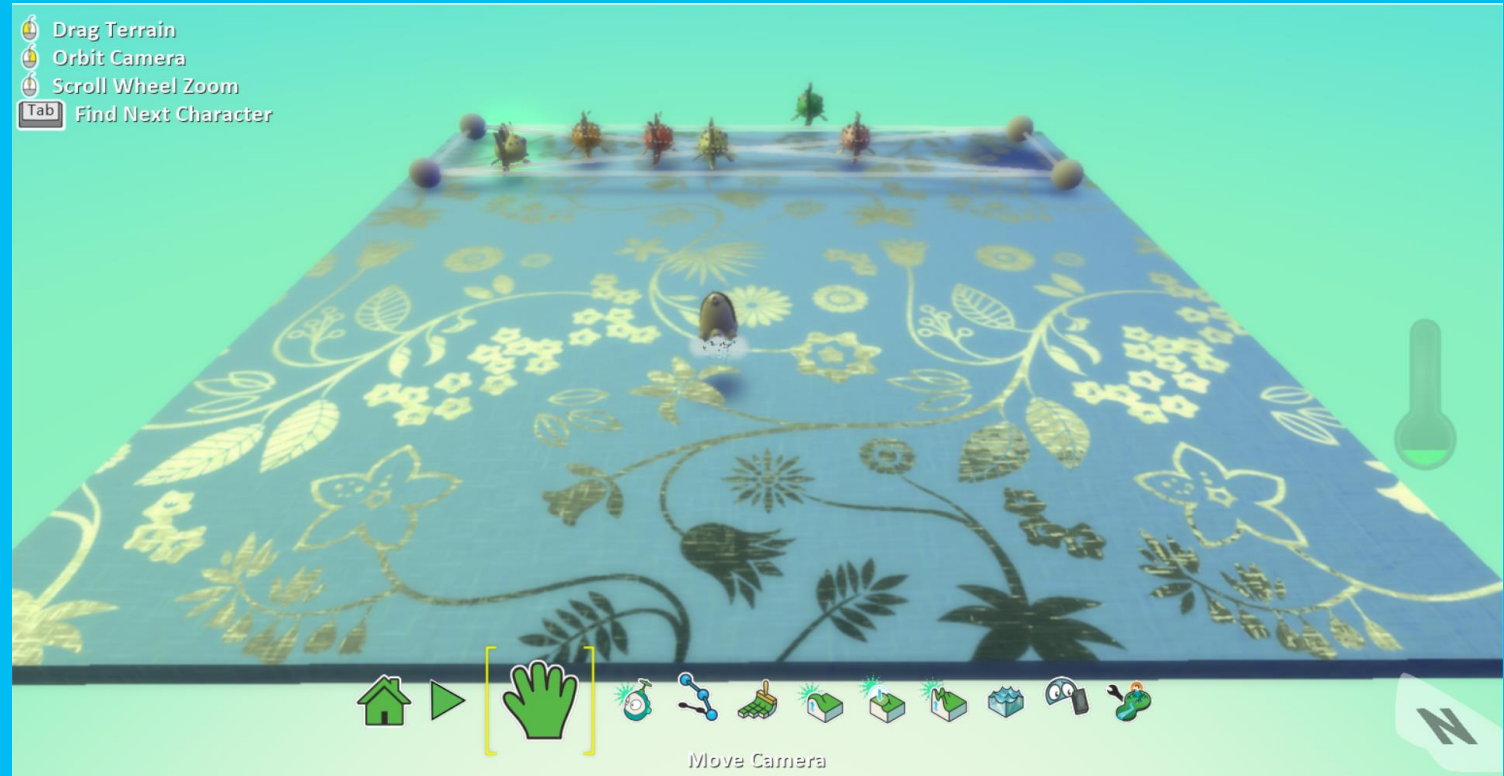
- Play game



- Move camera



- Object tool



Kodu game exploration: Flashy Fishbots

- What happens when you click anywhere on the world?
- What happens when you click on a fish?
- What happens when you click several times very quickly on a fish?
- How can you “spray paint” using the mouse?
- Does it make a difference if you spray in front of the fish or behind the fish?



Let's brainstorm character appearance

- Make Kodu bigger
- Change Kodu's color
- Make the fish all the same color
- Add more fish
- Put Kodu in a different position in the world



Let's make changes to characters



Steps to change objects

1. Select Load World

2. Click in the Search box and type
Flashy Fishbots

3. Click on the Objects Tool

4. Move Kodu



5. Change the color of Kodu

6. Add new objects (rock, octopus).

7. Change the color of each fish

8. Change the starting position of a fish



Saving changes to Kodu

1. Click the Home Menu button
2. Select Save my world
3. Add 1 to the version number
4. Change the name of the game in the top row
5. Add your initials to the end of the game's name
6. Revise the Description
7. Click Save



Thank you!

