

Kodu Makerspace

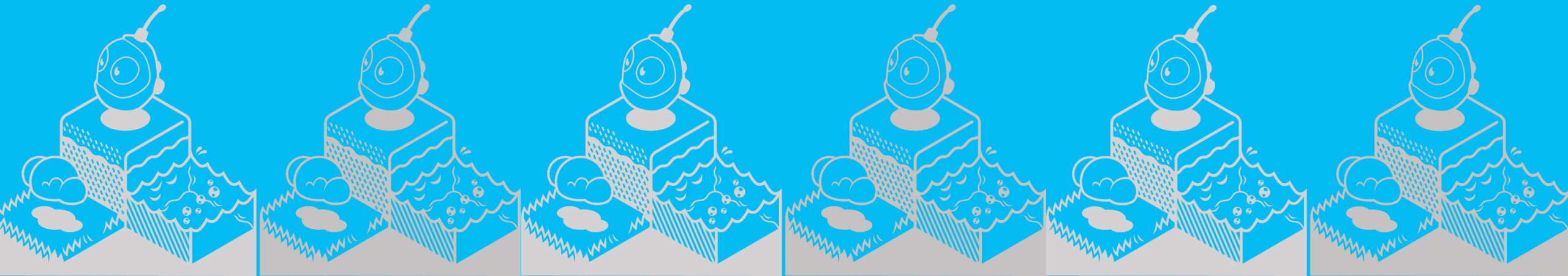
Learn to make your own games!

Lesson 2



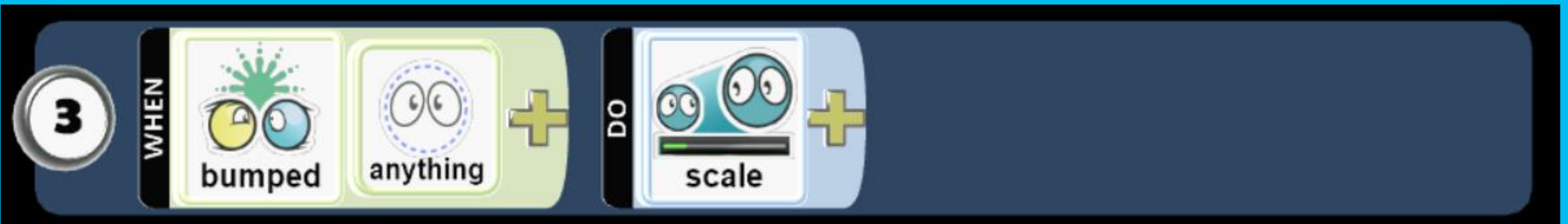
Questions we'll answer:

- What is the When...Do...game action?
- How can you modify game characters and action?



When...Do... Programming construct

- How did the Kodu character act in the game?
- What actions and changes did you notice in the fish?
- What made the fish act in certain ways?



When...Do... Programming construct: Question 1

What happened when you clicked the mouse?



Answer: Do... shoot paint balls



When...Do... Programming construct: Question 2

What happened when the fish got hit?



Answer: Do... change color



When...Do... Programming construct: Question 3

What happened when the fish collide?

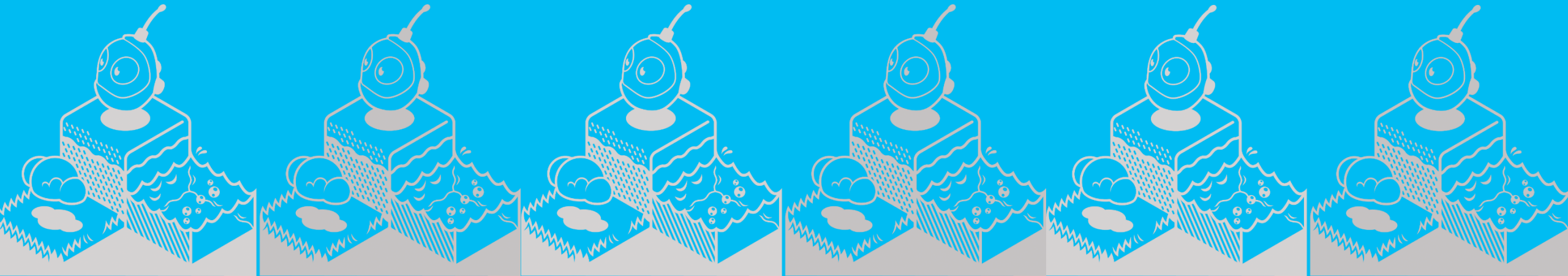


Answer: Do... change directions



When...Do... Can Do

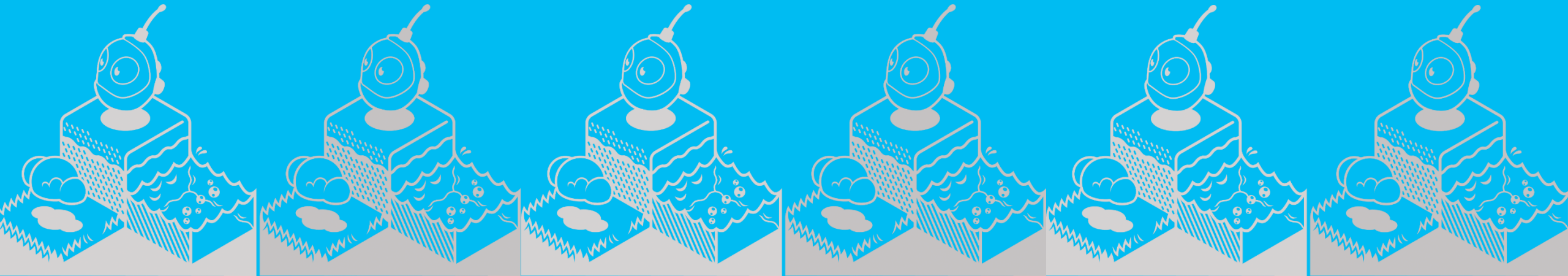
- When... I say "rock", Do... "clap your hands"
- When... I say "Kodu", Do... "wave your arms in the air"
- When... I say "Star", Do... "say the word Awesome"



Tutorial versus game

Sample game: Mini-games that you can play just for fun

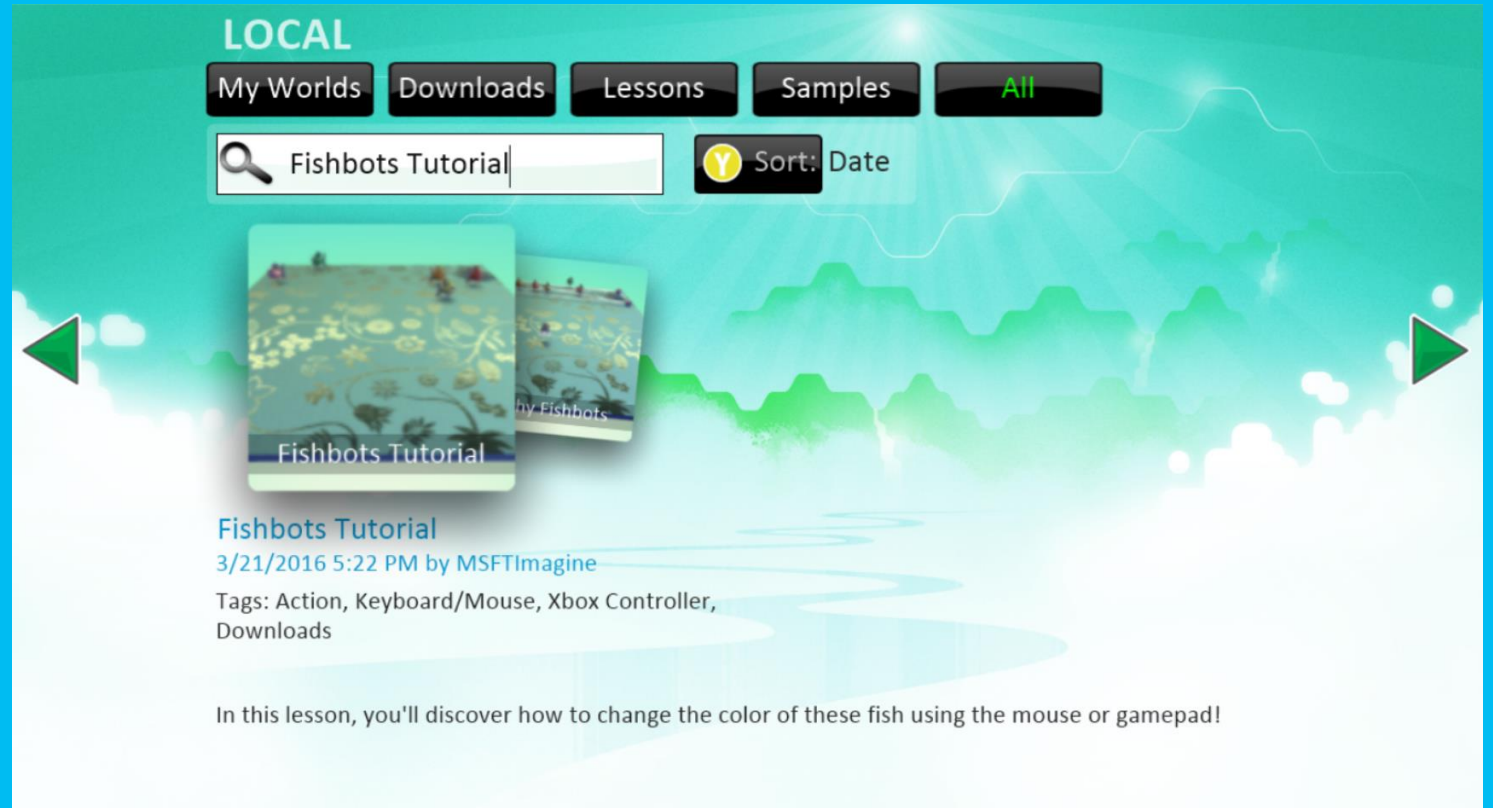
Tutorial: Designed to teach you something about programming Kodu



Fishbots Tutorial

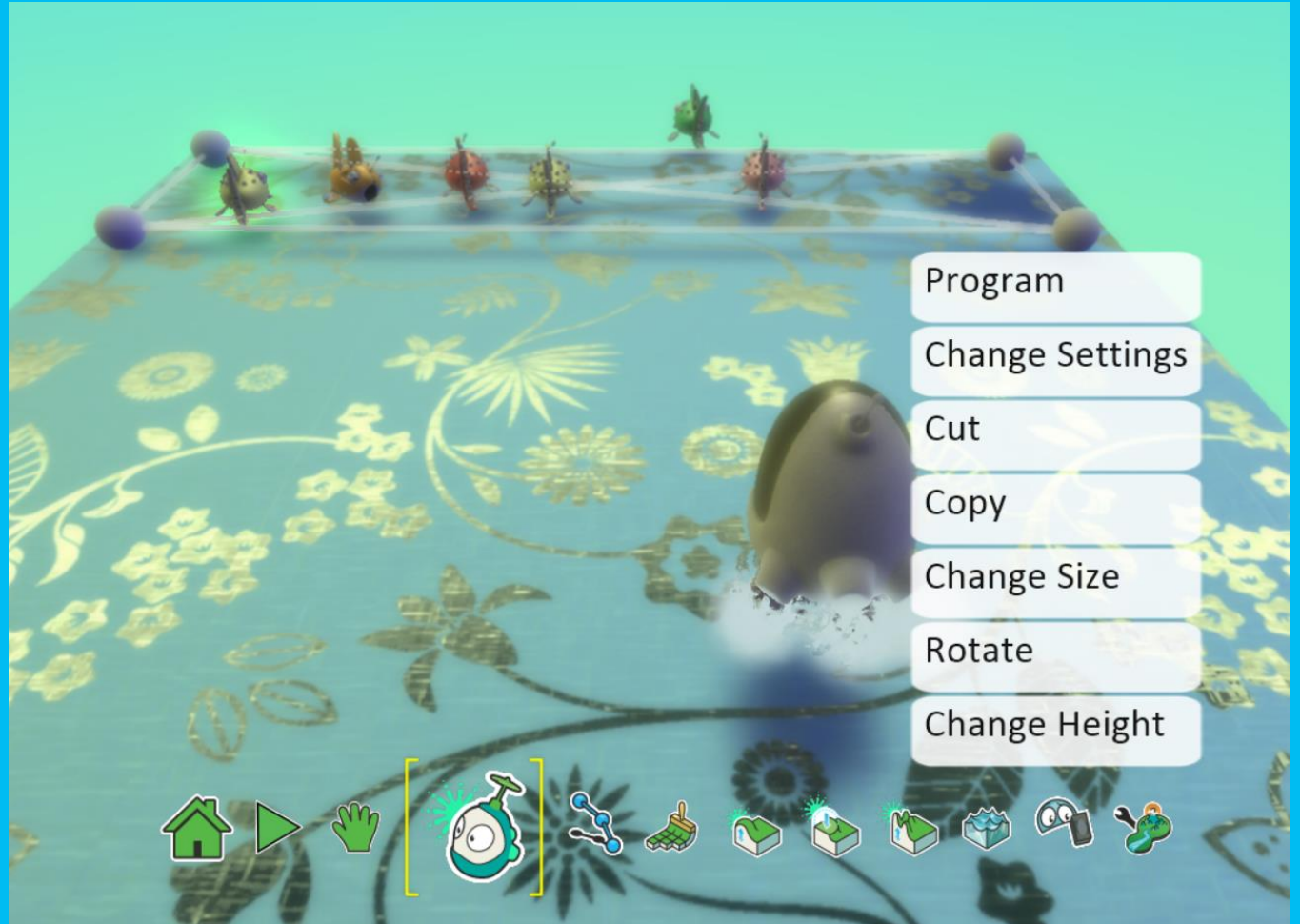
The Map Reader reads the instructions on the screen

The Driver follows the directions to create the code

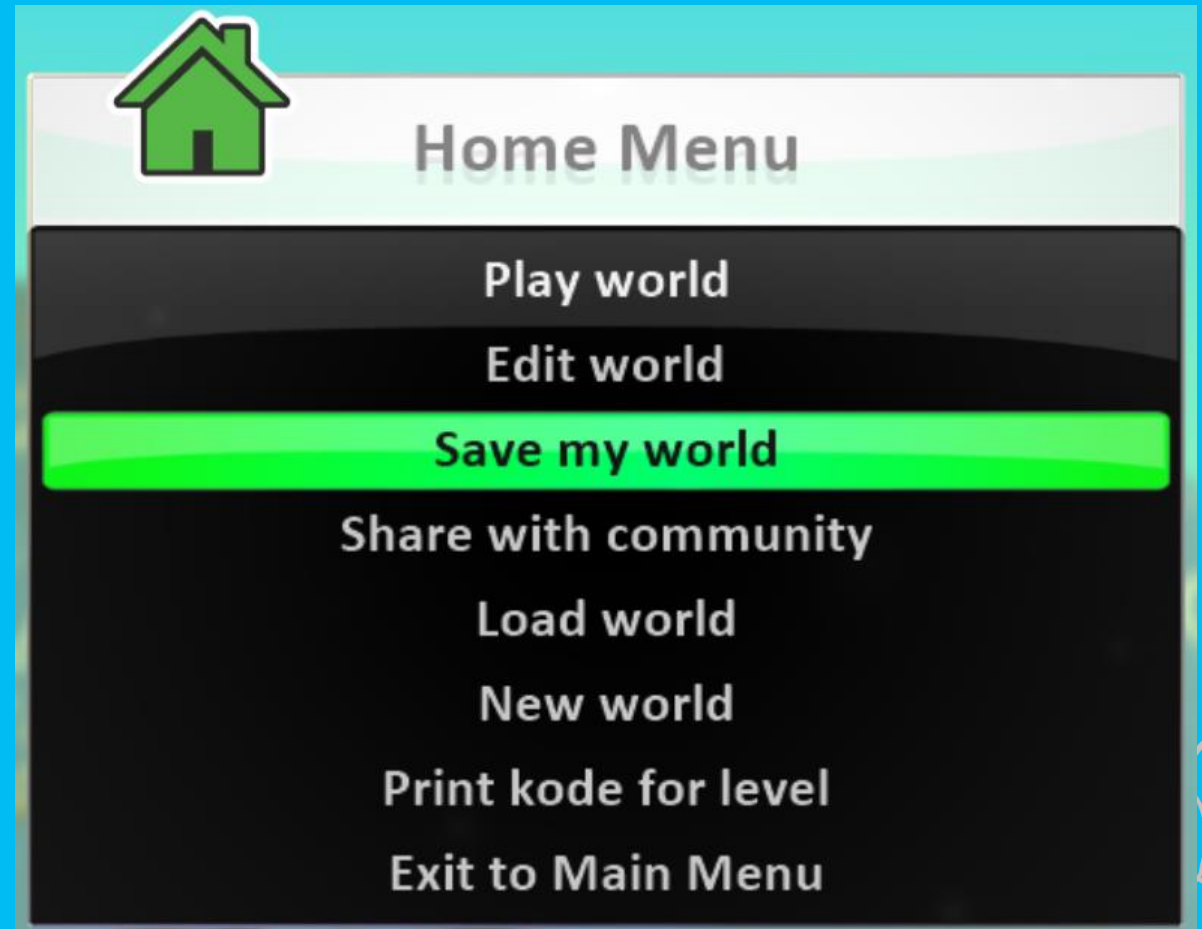


Revise Flashy Fishbots action

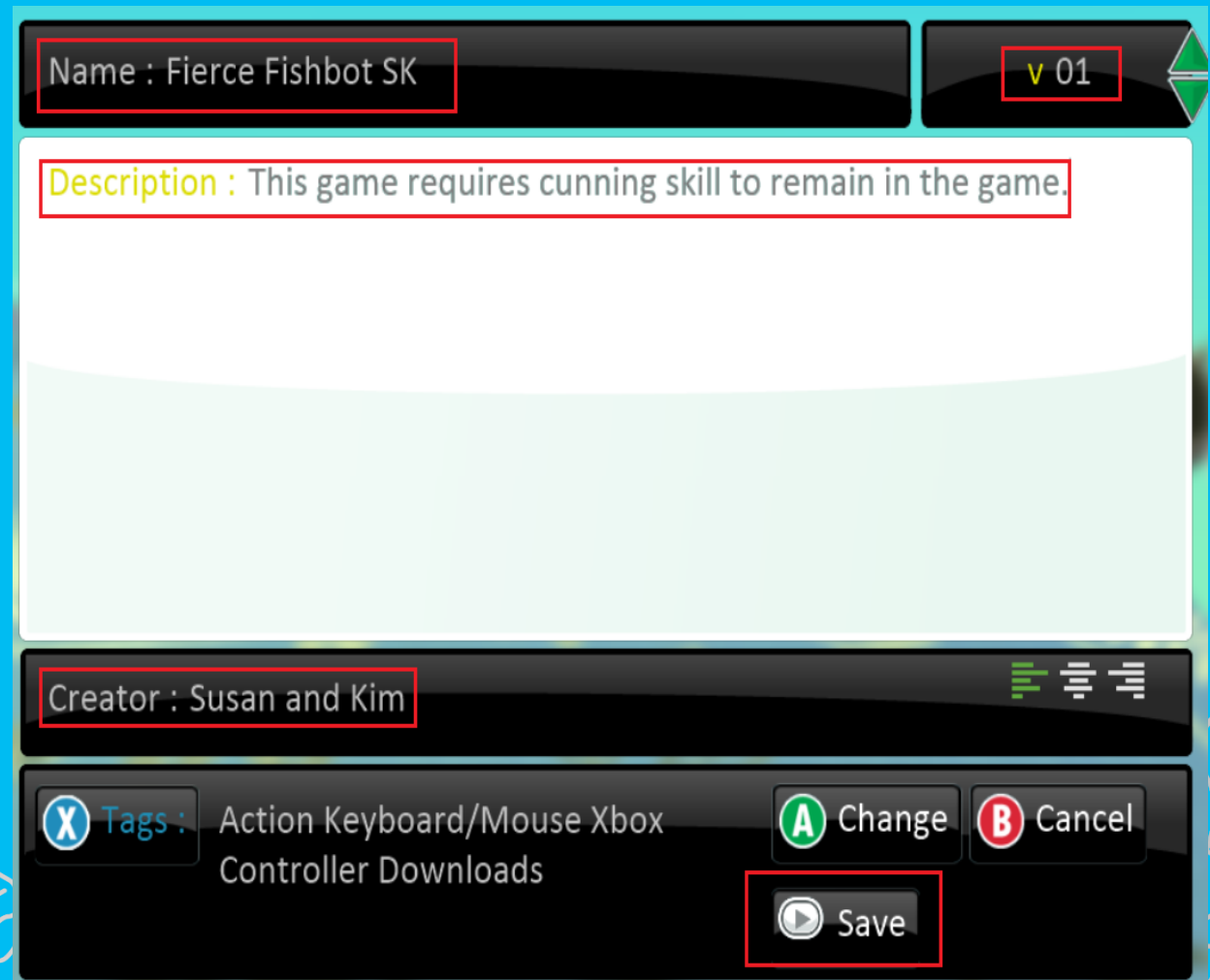
Think about how you could change the action of the characters in the Flashy Fish Program



Saving Changes



Saving Changes (cont.)



Name : Fierce Fishbot SK

v 01

Description : This game requires cunning skill to remain in the game.

Creator : Susan and Kim

X Tags : Action Keyboard/Mouse Xbox
Controller Downloads

A Change B Cancel

Save

The screenshot shows a game save editor interface. At the top, there is a black bar with a red box around the text 'Name : Fierce Fishbot SK' and another red box around 'v 01' with a green arrow pointing right. Below this is a large white text area with a red box around the text 'Description : This game requires cunning skill to remain in the game.'. Underneath the description is a black bar with a red box around the text 'Creator : Susan and Kim' and three small icons on the right. At the bottom, there is a black bar with a red box around the text 'X Tags : Action Keyboard/Mouse Xbox Controller Downloads'. To the right of the tags are three buttons: 'A Change', 'B Cancel', and 'Save'. The 'Save' button is highlighted with a red box.

Review

- What did you learn about working with Kodu Game Lab?
- What did you like about the Flashy Fishbots?
- What did you like about the What...Do... action plan?
- How would you like to change the characters in Flashy Fishbots?
- How would you like to change the action in Flashy Fishbots?
- What else can you do to keep building your skills in these areas?



Thank you!

See you next time!

