

# • GAME LAB •

In this section, you'll be learning how to create and play your own games using Kodu. Open the Game.kodu file by double clicking on it. We've already created a part of the game for you. First let's walk through the game and see how it works.



Try playing the game. You can steer with the arrow keys or the L stick on your xbox controller. You can shoot to any obstacle with the space bar or with the A button on the xbox controller. Go towards the coins, the apples, the hearts, the stars, and the jets and see what happens.

What happens if you press the J key on the keyboard or B button on the xbox controller?

Now let's take a look at the program for kodu and see how he does all these things.

*Let's do it together!*

**Lines 1 and 2:** When you press the arrow keys or you move the L stick on your xbox controller, the kodu moves forward quickly.



**Lines 3 and 4:** When kodu bumps into a coin, the green score goes up by 2 and kodu will eat the coin.



**Lines 5 and 6:** When kodu bumps into a star, the green score goes up by a random number and kodu will eat the star.



**Lines 6 and 7:** When space bar or button "A" on the xbox controller is pressed , kodu will shoot a missile.



Now  
it's your  
turn.

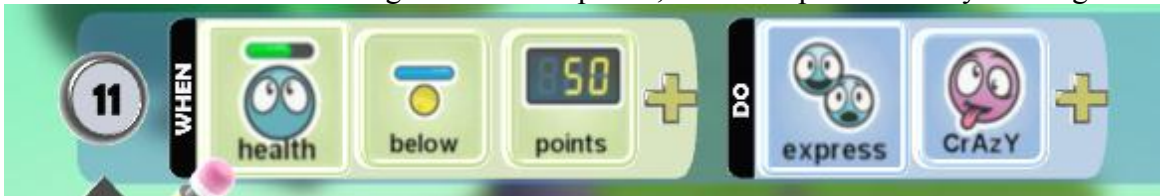
Your turn: Can you explain what happens in lines 9 and 10?



**TODO:** Can you add 4 points to the green score when kodu bumps into hearts? Certainly you can ;).



**Line 11:** When kodu's health goes below 50 points, he will express a “crazy” feeling.



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turn.

Can you explain what happens in lines 12 and 13?



**Lines 14 and 15:** When the 'J' key on the keyboard or 'B' button on the xbox controller is pressed, kodu will jump high.







Can you explain what happens in line 16 ? Did you ever see a green apple on the game's world ?



**Hint:** Try to get at least 50 points, then try to reach the black castle which is placed at the "L" part of the GIRL shape ground. Can you see the green apple now ??

If yes, then take a look at the program of the castle object. Can you describe it ?

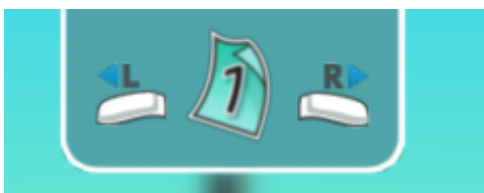


**TODO:** Can you add a timer to the game so that if you can find the green apple in that limited time, then you win the game, otherwise you lose it and you should try again.

**Hints:**

- 1) Find the 'Hut' object in the game's world, then click on it and choose the 'program' action.
- 2) Select a color (except green) to use as your timer. Below there is an example that you can follow.
- 3) The following example sets the time for 100 seconds and uses the colour black for it. So if you can find the green apple in 100 seconds you win the game.
- 4) Note that 3 pages are used in the following example. Each page performs a set of actions.

The first page sets the black score to 100, just once and then switch to the next page (page 2).





The second page subtracts the black score by one for every second and then switches to page 3 when the black score reaches 1.



Now it's your turn.

Can you explain what happen in the last page ?

