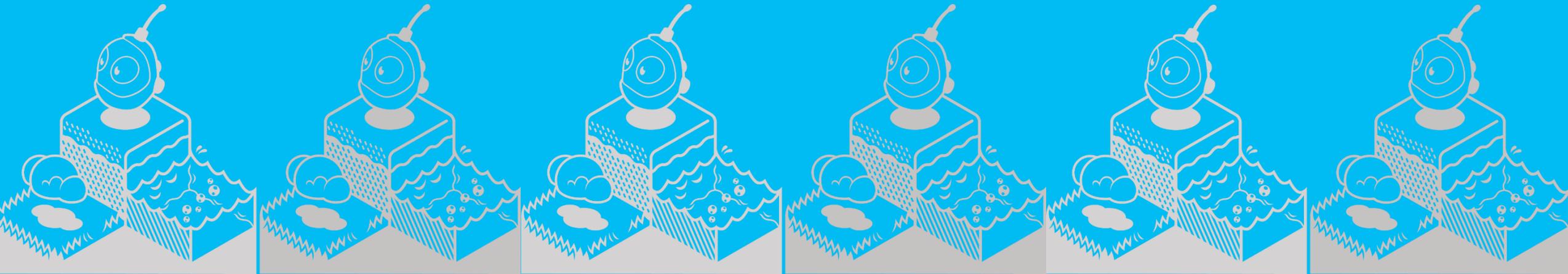# Kodu Makerspace
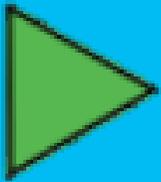# Learn to make your own games!

Lesson 3

Questions we'll answer:

- What new things can we learn about character menus?

- What new things can we learn about the When...Do... form?

- What ideas do we have for redesigning one of the games we've played?

Icebreaker: Let's Review the When…Do…
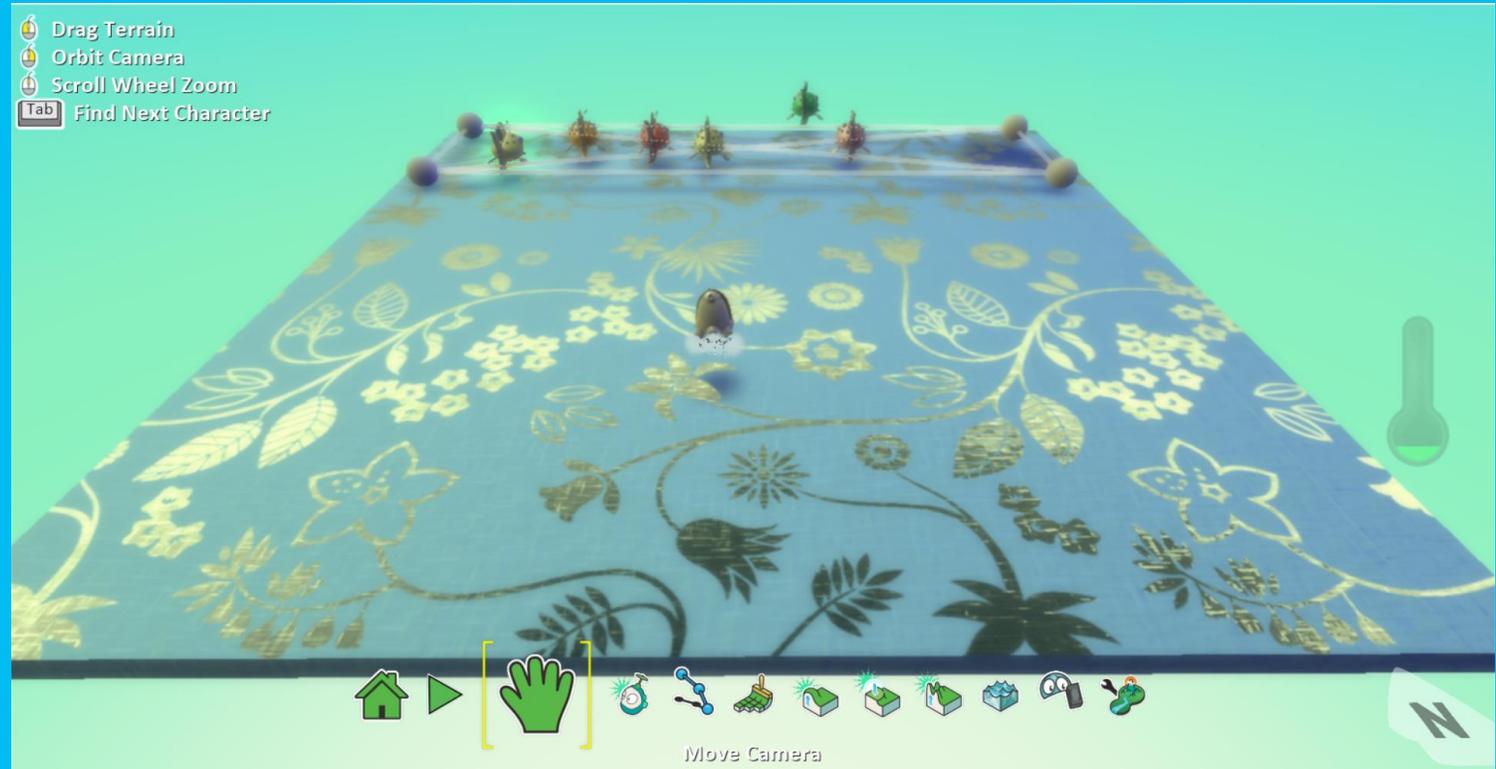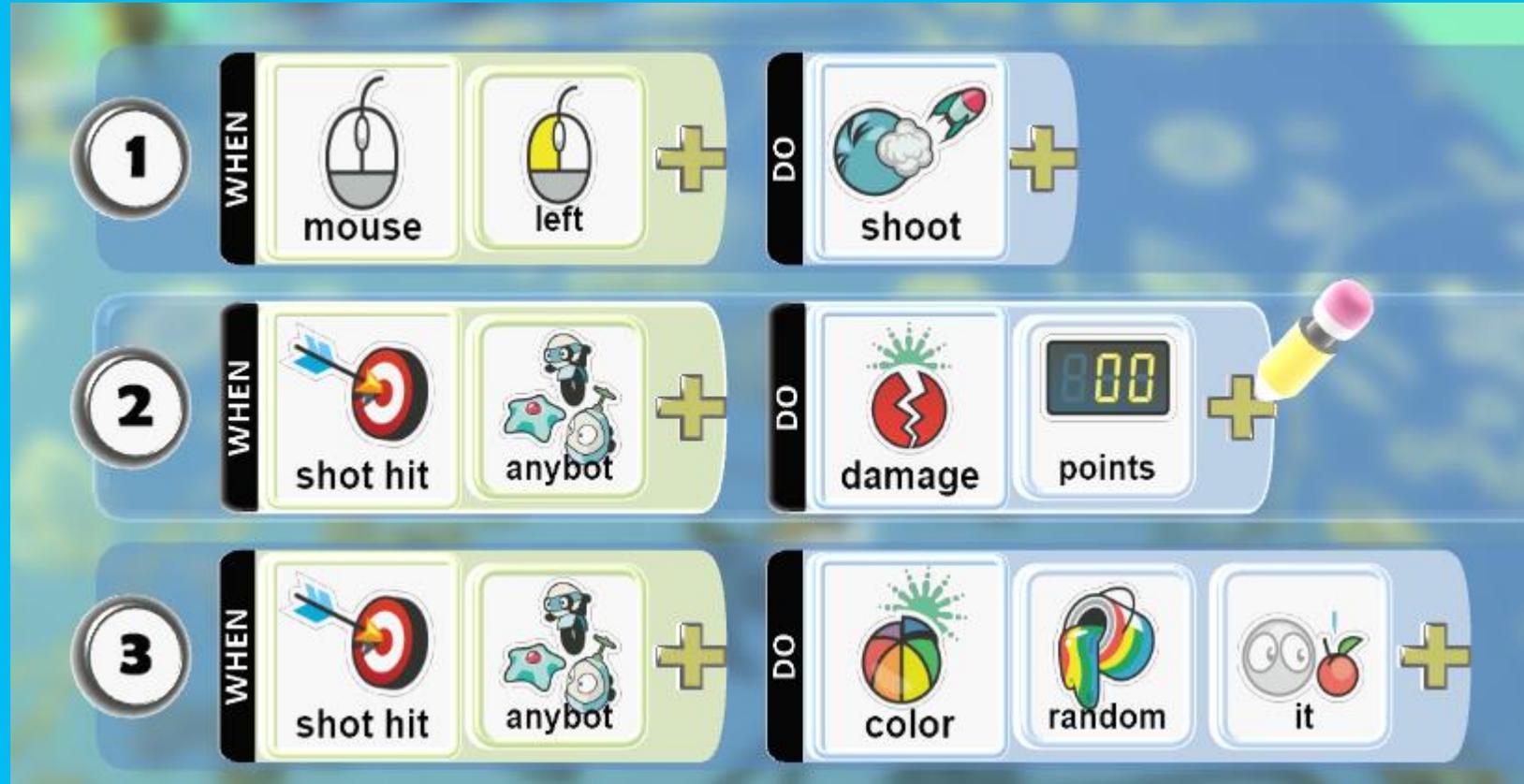
- Home Menu

- Play Game

- Move Camera

- Object Tool

When...Do... Programming construct

Step by step: Boku's Amazing Race

- Load World
- Search for Boku's Amazing Race
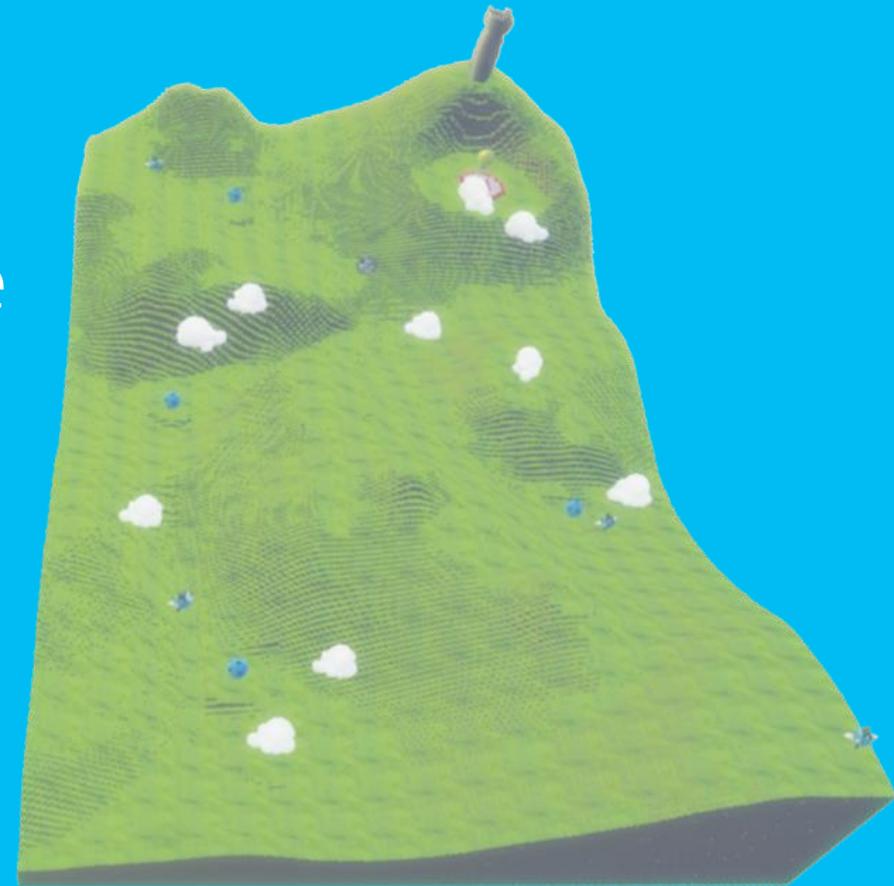- Read about the game

Find the When...Do... situations

- Identify one When...Do... that happens with Blue Kodu

- Identify one When...Do... that happens with Red Kodu

- Identify one When...Do... that happens with any Boat

Air Delivery Tutorial

- The Map Reader is the partner who reads the instructions on the screen

- The Driver is the partner who enters the code described in the instructions

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
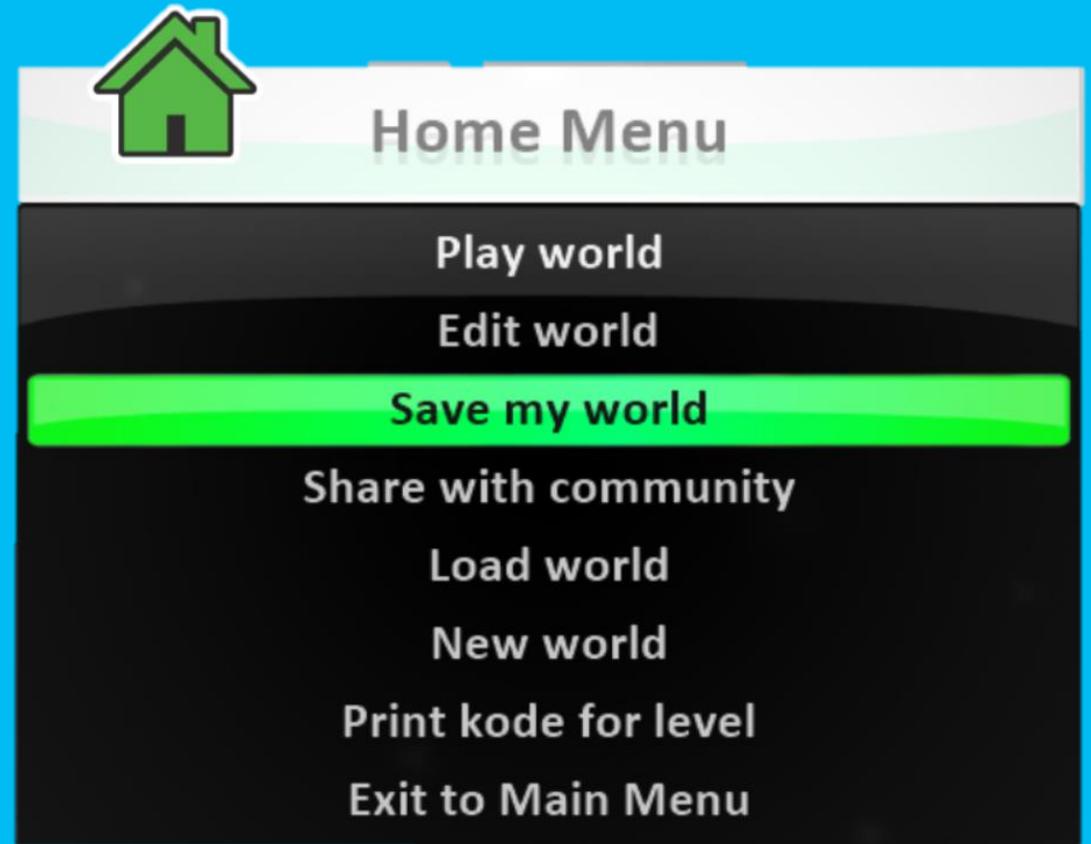
Description

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

Thank you!

See you next time!

Microsoft   Microsoft Imagine