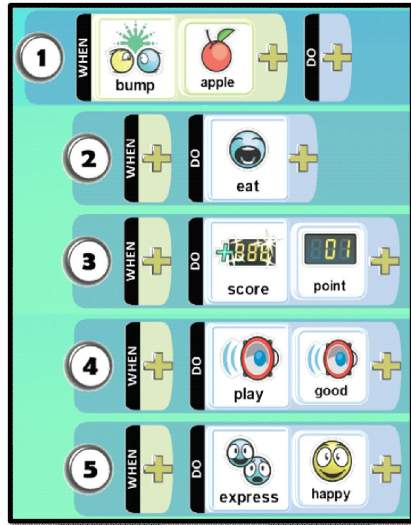


Year 7 KODU

Programming Computer Games in KODU

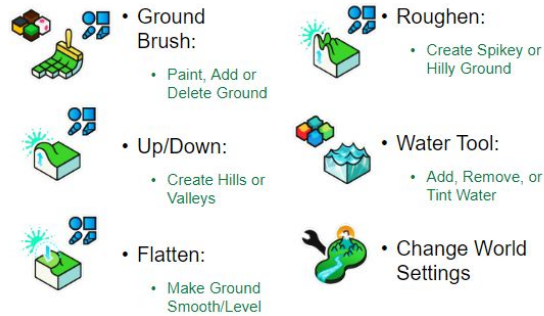


What Does a Computer Game Need...

- a character that behaves and reacts in certain ways
- a world in which the character exists
- some objects that the character either interacts with or not
- rules and reactions that allow the character to function in the world



Tools to Build a World



Navigation

Navigation in a computer game is an important aspect to program. Pathing is powerful in KODU.

1. Manual navigation using the keyboard



2. Automatic navigation using "When See..."



3. Automatic navigation using "...Do Move..."

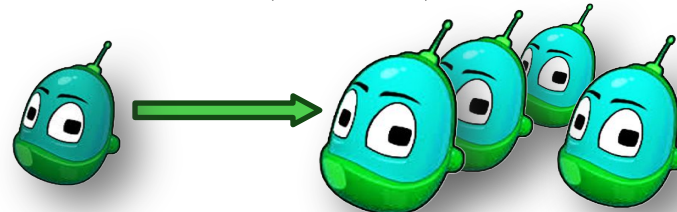


4. Automatic navigation using Paths



Cloning

When we clone an object or character in a computer game we copy all of its attributes (colour, size) and all of its code.



Sequence Vs Selection

Sequence: "Do one statement after the other in order"

Selection: "Do a statement(s) based on a condition; allow your code to make choices - branching"



Below the indented lines of code (2-5) only run "If" line 1 happens...

