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
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!