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

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

Creator: Susan and Kim

Tags: Action Keyboard/Mouse Xbox Controller Downloads

Save
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!