Kodu Makerspace
Learn to make your own games!

Lesson 4
Questions we’ll answer:

- What ideas do we have for redesigning one of the games we’ve played?
- What cool ideas will others have for our game’s plans?
Air Delivery Code

5. WHEN keyboard, Space, not

6. WHEN gamepad, right trig, not

7. WHEN bumped, ball, grab, it

8. WHEN switch, page 2
If you could change anything...

• If you could change anything about the appearance of the objects or characters, what would it be?
• If you could change anything about the actions, what would it be?
Let’s Design a Game...

• We’ve played:
  • Flashy Fishbots
  • Boku’s Amazing Race
  • Air Delivery

• Now it’s time for you to design a game!
Game Changer... Six Steps

1. Start
2. Sketch
3. Prepare
4. Present
5. Ask
6. Tweak
Flashy Fishbots
Boku’s Amazing Race
Air Delivery
Plan Revisions

- What is the goal of your game?
- Add characters you want to use.
- Describe the When...Do... you want to include.
Thank you!

See you next time!