GOAL: Squash your <kodu> opponent!

Using the input of <sensor.microbit>, Player 1 <kodu> and Player 2 <kodu> to move independently with <filter.microbit.tilt>

Using the input of <gamepad>, Player 1 <kodu> and Player 2 <kodu> move independently with <ls> and press Button [A] to <actuator.jump>

Using the input of <keyboard> / <mouse>, Player 1 <kodu> and Player 2 <kodu> move independently. Control movement with Keyboard WASD and use Mouse Left to jump. 

Date: 3/14/2017 7:30 PM

Kodu 1
Page 1
1 WHEN BBC micro:bit player 1 tilt -- DO move
2 WHEN gamepad player 1 L stick -- DO move
3 WHEN keyboard WASD -- DO move
4 WHEN BBC micro:bit player 1 A button -- DO jump
5 WHEN gamepad player 1 A button -- DO jump
6 WHEN keyboard Space -- DO jump
7 WHEN bumped above -- DO squash me

Kodu 2
Page 1
1 WHEN BBC micro:bit player 2 tilt -- DO move
2 WHEN gamepad player 2 L stick -- DO move
3 WHEN keyboard Arrows -- DO move
4 WHEN BBC micro:bit player 2 A button -- DO jump
5 WHEN gamepad player 2 A button -- DO jump
6 WHEN mouse left -- DO jump
7 WHEN bumped above -- DO squash me

Rock 1
Page 1
1 WHEN see squashed -- DO switch page 2

Page 2
1 WHEN timer seconds 2 -- DO
2 WHEN see squashed -- DO heal it 100 points
3 WHEN always -- DO switch page 1