XBox Sticks and Shoulder Buttons

Left stick: move cursor

Right stick: orbit camera

Left shoulder button: zoom out

Right shoulder button: zoom in
A-B-X-Y, Start, and Back Buttons

- Back button
- Start button
  - Y: program
  - B: tool menu
  - A: select or pick up
Apple1X World
Pursue and Consume Idiom

Pursue and Consume

Make the Kodu go to objects and eat them.

A pursue rule involves motion.

A consume rule uses up the object.

Pursue and Consume

General Form:

WHEN see $thing$ DO move toward
WHEN bump $thing$ DO consume it

“Consume” can be “eat”, “grab”, “vanish”, or something else.

Filter by color:

WHEN see $color\_thing$ DO move toward
WHEN bump $color\_thing$ DO consume it
Tiles for Eating Apples
Object tool: press A to select.
The Object Tool

Cursor from object tool is on the Kodu. Press Y to program the Kodu.
The Rule Editor

Editing the Kodu’s rules.
Eating Apples

1. When see apple, move toward.
2. When bumped apple, eat it.
Let Me Drive Idiom

Let Me Drive

Use the left stick or the arrow keys to drive a character.

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Use the left stick or the arrow keys to drive a character.

Notes:
1. When the left stick is not being pressed, the character is free to move on its own.
2. The right stick and/or the WASD keys can be used to drive a second character, or add additional motions such as up/down.
3. Another way to guide a character is to have it follow the cursor:
   WHEN see cursor DO move toward.
Star1X World
Tiles for Eating Stars
Tiles for Eating Stars

1. see star
2. bump star

DO

move toward

DO

eat it
Flee1X World
First Law of KODU
Rules pick the closest matching object.
Second Law of KODU

Any rule that can run, will run.

Seeing + Moving

Not Bumping

Same behaviors:
Third Law of **KODU**

When actions conflict, the earliest wins.
In what order will the kodu eat the apples?
Review

Which rule says to go to the nearest star?
Which rule tells the kodu to eat the star when it reaches it?