

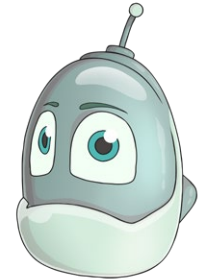
Key Vocabulary	
<b>acceleration</b>	An increase in speed or rate.
<b>character</b>	An object or 3D model that takes on a role in a computer game.
<b>node</b>	An angle point that connects two paths.
<b>object</b>	A character or an element that can be added to a world and programmed.
<b>obstacle</b>	Something blocking a pathway.
<b>path</b>	A trail that an object can be programmed to follow.
<b>program</b>	A set of instructions that a computer uses to perform a specific function.
<b>world</b>	An animated, 3D environment created with computer graphics where a user can interact with characters, objects or other game users.

### What is Kodu?

Kodu is a simple visual programming language that uses picture tiles which can be added together to create a set of instructions.

In coding, a set of sequenced instructions or rules for solving a problem or completing a task in a logical order is called an algorithm.

Kodu teaches coding in a fun way.



### What can I do in Kodu?

Kodu is great for creating computer games. You can build new **worlds**, add **characters** and **objects** and write the code to control game play.

As well as improving your programming skills, Kodu also helps to develop logical thinking, problem solving, collaboration and creativity. Using Kodu may start you on the path to a career in game design!



**Worlds**

From the start up menu, you can choose to load a **world** designed by someone else or create a new **world**.

You can also use the **RESUME** option to go back to a **world** you were working on before.

Choose **NEW WORLD** and use the tools in the **Tool Palette** to design your own landscape. Use the **Ground Brush** to add more land to your world.

Explore the tools to build hills and valleys and even add areas of water.



**Adding Objects**

Select the **Object Tool** on the **Tool Palette** and choose the **object** or **character** you want to add.

Click somewhere on the **world** and the **object** will appear.

Right click on the **object** to open a new menu. Here, you can choose to **Change Settings** or **Program** the **object**.

Explore the **Change Settings** menu to find out how to control different aspects of how an **object** behaves, such as its rate of **acceleration**.

**Programming**

Once you have added an object to your world, you can **program** it. All programming in Kodu is based on the two simple ideas of **when** and **do**.

**When** this happens... ...**do** this action.



To access the programming tiles, make sure that the **Object Tool** is selected. Right click on the **object** and select **Program** from the menu that appears.

**Tool Palette** (Some tools may have been renamed in newer versions of the Kodu software - these alternative names are shown below.)

Home Menu	Play Game	Move Camera	Object Tool	Path Tool	Ground Brush	Raise Up/Down	Smooth/ Flatten Flatten	Roughen	Water Tool	Delete Tool	World Change World Settings