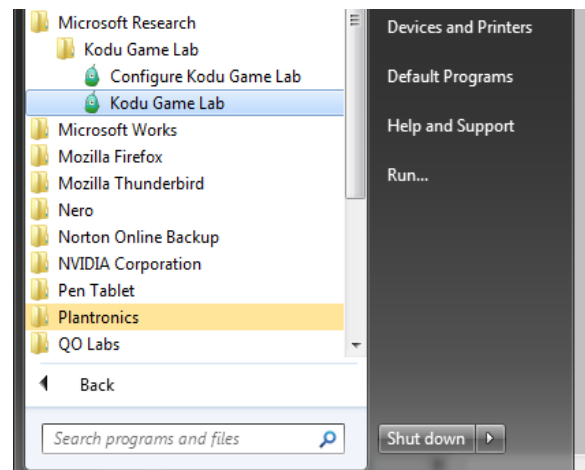


1. Kodu Curriculum: Getting Started with Xbox and Controller

On the Xbox, Kodu is an Indie game and can be bought for 400 points. It requires a continuous Xbox Live connection.

Entering the Program

1. Kodu can be found under the Microsoft Research grouping on your Program menu.



2. Once in Kodu, you should choose the "Load World"

Once here you can either view existing games or start a new game.



For more detailed information on navigation:

<http://community.research.microsoft.com/blogs/kodu/archive/2010/01/15/tutorial-1-basic-navigation.aspx>

Exploring the Worlds

1. After choosing “Load World”, you can select an existing game or an “Empty World” to start a new world.

We recommend first exploring the existing games. (Some are full games, others are worlds that have been designed but may not have game play.) By default they are sorted by date. Filters and sorts can be set at the top.



2. By default you can see all worlds. Some are titled as “Tutorials” to help you get started; others are titled “Technique” to demonstrate specific procedures.

The tutorials are highly recommended at this point. To locate the first tutorial. Use your arrow key and scroll towards the end. The first tutorial is titled Tutorial 01 v03



All Worlds Start in Play Mode

When you load a world, it starts in the play mode, though it may first have instructions to inform you of how different games work.



For more detailed information on the Load Level Menu:

<http://community.research.microsoft.com/blogs/kodu/archive/2010/01/29/tutorial-3-load-level-menu.aspx>

Viewing the Code

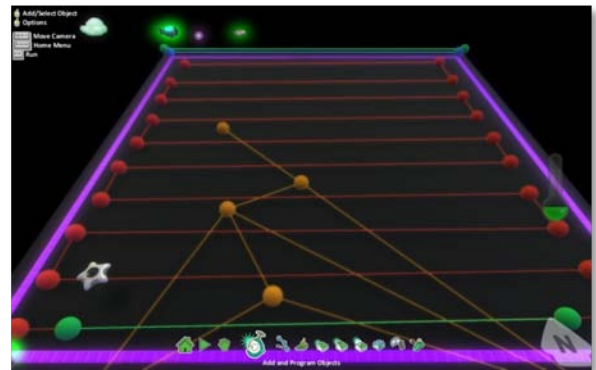
1. To see how the world was constructed, click the back arrow on the controller to edit.

You will then see a strip of editing tools at the bottom.



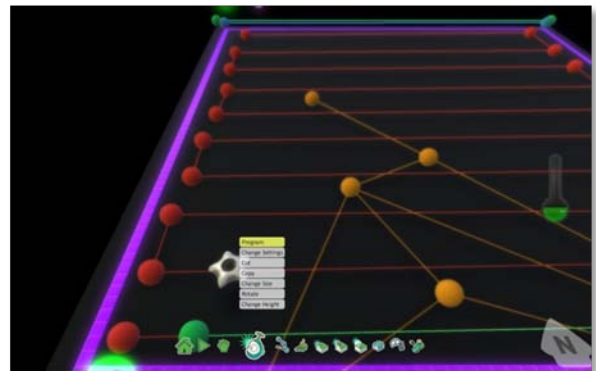
2. The Kodu icon lets you add a new character or object by clicking in a space without an object, or edit an existing object, by moving the puck to a space where an object is.

There are 20 types of characters, each with different properties.



3. To view the code, move the puck to an object or character.

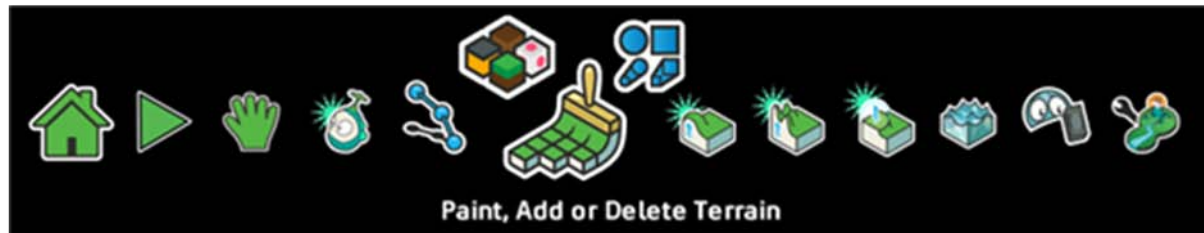
The object will glow, and you then right click to see the code.



For more information on the Edit Menu tools:

<http://community.research.microsoft.com/blogs/kodu/archive/2010/01/21/tutorial-2-edit-tools.aspx>

Creating a New World



To create a new world, you must first have terrain.

Terrain is created by painting with the terrain tools. You can select a color and a brush type (square, oval, square line, oval line).

One easy way to make terrain is to increase the brush size (using the right arrow) and just put down a single square

- The other tools for dealing with terrain let you raise and lower the terrain, and smooth or make jagged the elevations
- Any water that is added, must have terrain or land under it. By default, each world starts with “glass walls”, so water stays contained and nothing can fall off the edges.
- After you have created terrain, you can add and program objects and characters as described above

For details on the different characters that are available:
http://planetkodu.com/tutorials/view/Introducing_the_Bots

Coding in Kodu



- ✓ All Kodu code statements start with a When condition, followed by a Do condition to be executed. The choice of tiles at any point is determined by what went before. Conditions are evaluated simultaneously. If there are no tiles in the When area, then the action will be done at all times.
- ✓ The “switch to page x” construct is used for code to be run only after a specific event or condition has been achieved – it is used to create multiple states for a character or object.
- ✓ Tiles have help demonstrating how they can be used. (Shown above – press F1 to see the help.)
- ✓ Each help screen also provides examples of how to use that particular tile. The example code can be inserted directly by clicking on the image of the A button. You can scroll through examples by clicking on the L in a circle on the left:

The screenshot shows the Kodu programming environment. At the top, a row of icons includes 'gamepad', 'A button', 'shoot', 'blip', 'random', and 'north'. The 'blip' icon is highlighted in green. Below this is a text box containing the text: "Blips are rapid-fire projectiles - lighter weight than missiles."

Below the text box is an 'Examples' section. It has a title 'Examples' and a button 'Insert Example' with an 'A' icon. The 'Examples' section contains two code blocks:

- The first code block consists of six icons: 'gamepad', 'Player1', 'A button', 'shoot', 'pink', and 'up'. Below these icons is the text: "When player 1 presses their A button, shoot a pink missile straight up."
- The second code block consists of four icons: 'gamepad', 'Y button', 'move', and 'north'. Below these icons is the text: "When the Y button is pressed, move North."

At the bottom right of the 'Examples' section, there is a 'Back' button with a 'B' icon. On the left side of the 'Examples' section, there is a 'L' icon.

Trying Out Code

- When you are done coding, or want to try out the code you have just written, press the escape key to return to the tools menu, then the escape key again to run the game.