

Kodu Makerspace

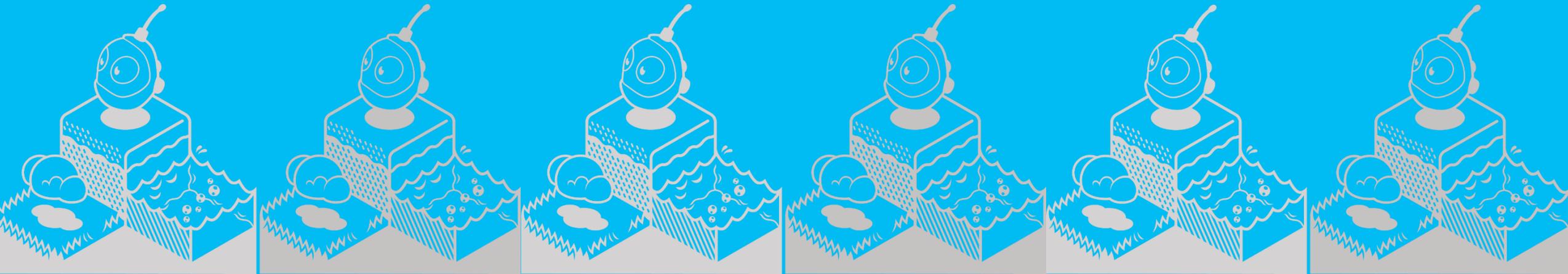
Learn to make your own games!

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

The image shows four Scratch code blocks for an 'Air Delivery Code' project. A yellow highlighter is pointing to the 'gamepad' block in the second block.

- Block 5:** WHEN keyboard Space not DO +
- Block 6:** WHEN gamepad right trig not DO move down quickly +
- Block 7:** WHEN bumped ball + DO grab it
- Block 8:** WHEN + DO switch page 2

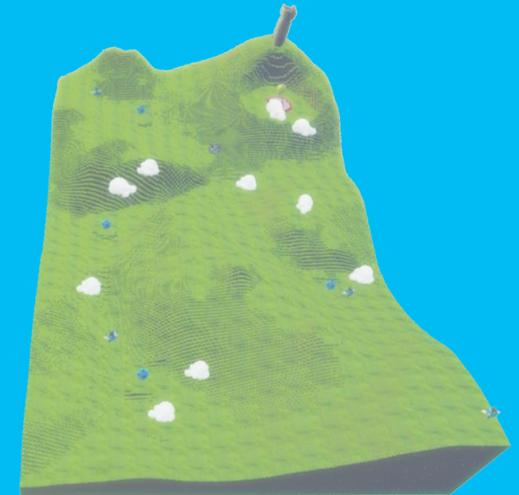
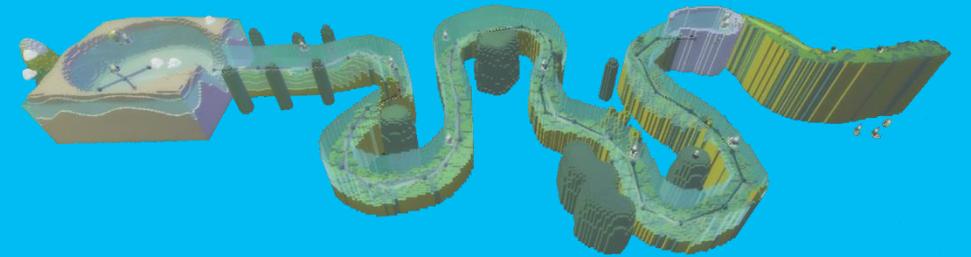
If you could change anything...

- 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

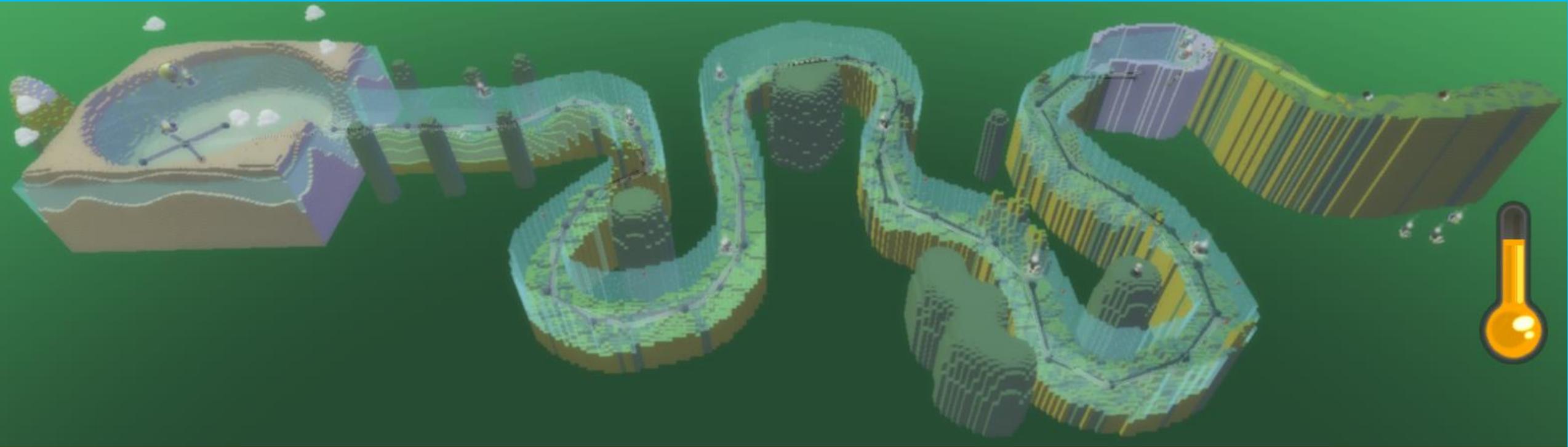


KODU
GAME LAB

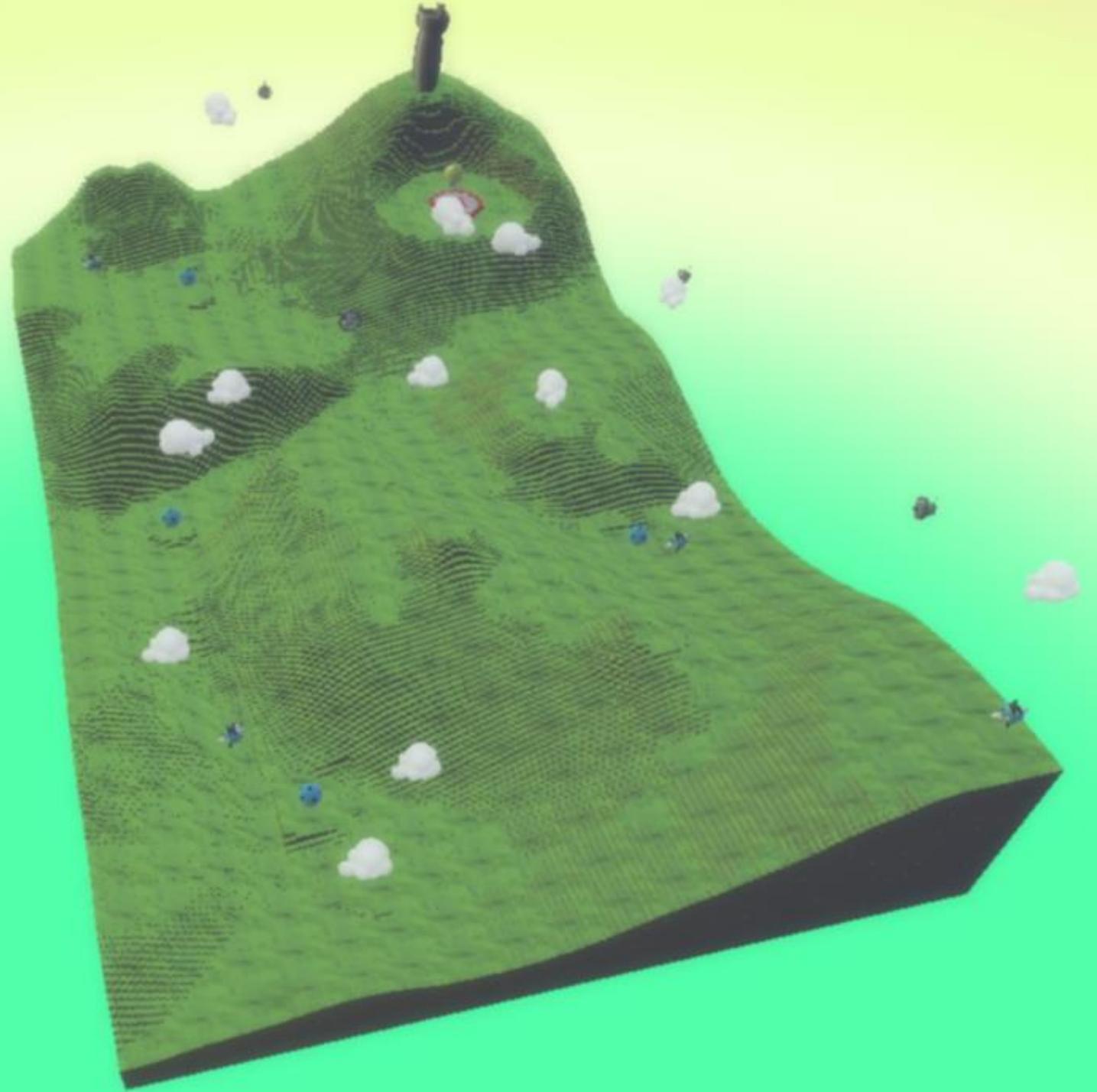
Flashy Fishbots



Boku's Amazing Race

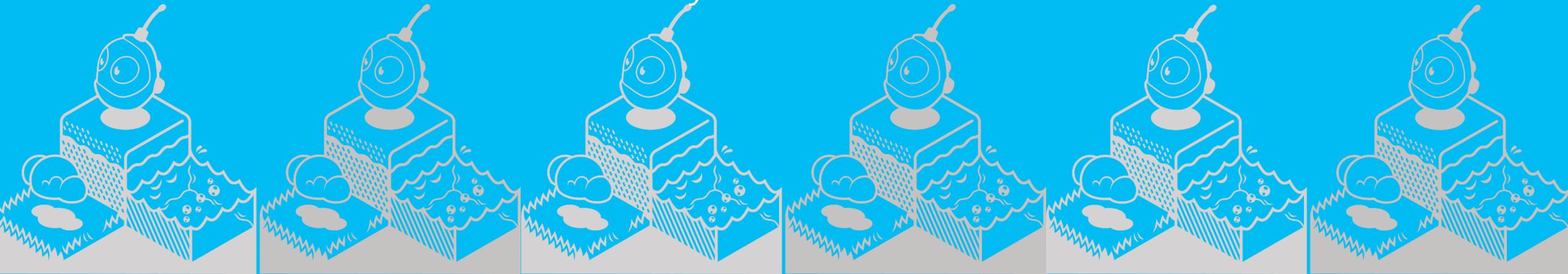


Air Delivery



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!

