





Kodu: Getting Started!



Follow these instructions to learn how to program a simple apple-collecting game. Further information available at www.habsboys.org.uk

1. Load up "Kodu Getting Started" file. Press escape so we can edit the Kodu then Left Click on this button 
2. Then right-click on the Kodu (Looks like the  top right image)
3. Click program and then scroll down, there should be some lines of code with missing squares!
4. Click the yellow plus next to the rows and click on an option you want! (Tip: we want these rows to be activated when we push a button on the keyboard!)
5. These options should all be assigned to different keys such as space, arrows and shift
6. Once completed tap Esc and then click the play arrow and play your game! Collect the apples!



Going Further:



1. Make Kodu controllable with an Xbox controller
2. Play with terrain tools to make your own landscape
3. Add enemies to make the game more difficult
4. Add a path for Kodu to follow!
5. Add another player controlled Kodu and make a race!



Hope you have Fun making games with Kodu! Check out these links!

[Designing Games with Kodu Game Lab](#) [Download Kodu](#)
[Kodu Introduction](#), [Game Space Design](#), [Game Play and Progress](#),
[Game Planning and Feedback](#), [Multiple Levels](#)

