

## KODU Card Week 6

This week's learning outcomes are:

1. Win/Lose Condition (making the game end when certain conditions are met)
2. Using the teleport function
3. Pupil game showcase and ideas to class
4. Peer Assessment

First of all we are going to take a look at how to add a win/lose condition into our KODU game, This is a very useful tool as it can help make your game competitive which helps make it more appealing.

To add a win/lose condition into your game simply follow the steps below:

For this example we are going to create a game where if your KODU eats a **BLUE** apple its game over and if your KODU eats a **RED** apple you win.

1. First create some terrain and add both a **KODU** and **two apples**.



2. Now we need to make one apple **RED** and one apple **BLUE**, move your cursor over each apple, when it is highlighted you can change the colour by using the left and right arrow keys on your keyboard. This lets you switch between the colours at the top of the screen (shown below).



3. Program your KODU to move (shown below).

4. Right click on the **blue** apple and select program (shown below).



5. Insert the code highlighted below for the **blue** apple (shown below).



6. Right click on the red apple, select to program and enter the code (shown below).



7. Press the **play icon** to start the game. When kodu eats a **RED** apple you will win the game, this is our win condition (shown below).



8. Now try making your KODU eat the **BLUE** apple and you should see this screen, this is our lose condition (shown below).



## Teleport Function

Now we are going to look at how to use the teleport function which allows us to move from one plot of land to another.

1. First make sure you have saved your previous world and open up a new one.
2. Make two islands and make sure they aren't connected together, like the picture below (shown below).

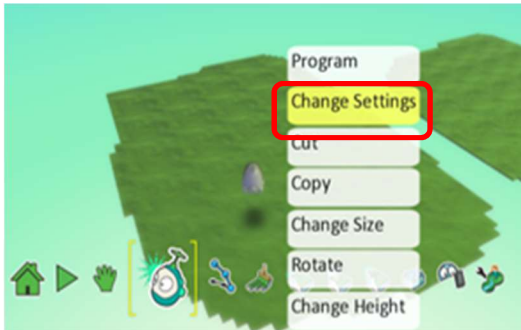


3. Add Kodu onto one of the islands and make him a bit bigger.
  - a. To make your KODU bigger, right click on KODU then select change size (shown below).



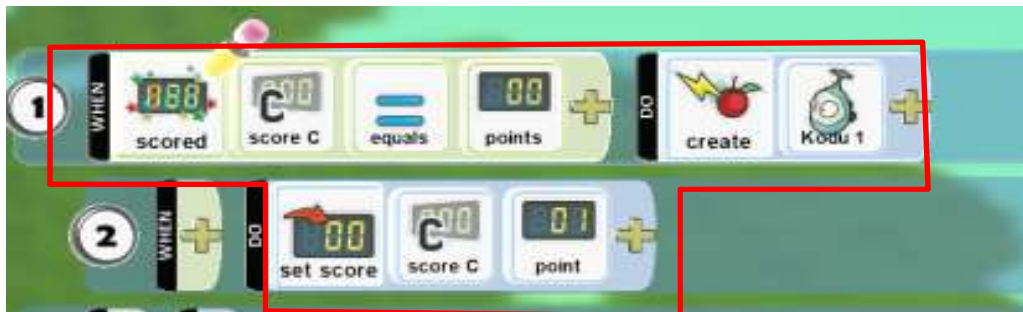
4. Program Kodu to move.

- To make our Kodu a creatable, right click on Kodu, go to change settings (shown below left) and scroll down until you find Creatable and then select it (shown below right).



Once you have made Kodu a creatable you will notice when you go to run the game that Kodu disappears that's because we made him a creatable and now we need to spawn him somewhere.

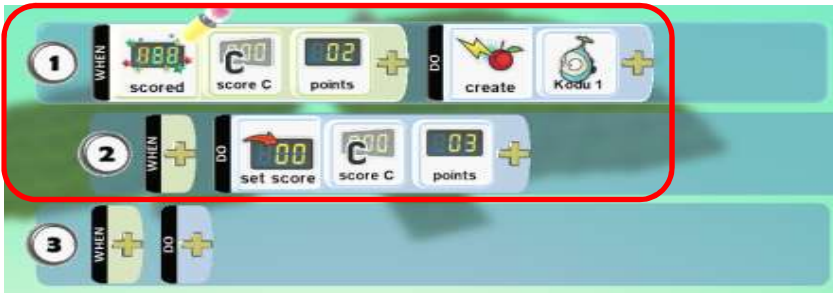
- We need an object to spawn our Kodu, so choose any object Program the object to spawn Kodu using the code shown below.



7. We need an object to make Kodu teleport to the other island, choose an object and then program the object with the code below (shown below).



8. We need to add an object to the other plot of land where we want to teleport to and then program this object using the code below to allow us to teleport (shown below).



9. Now press the **play icon**. When your game starts if you bump your Kodu into your chosen object he'll teleport to the other pot of land (shown below).

