<div align="center">**Kodu – Weekly planning sheet**</div>

Week 1

1. Become familiar with the move camera, Ground Brush and Hill tools
    o   Understand how to move the terrain
    o   Understand how to paint the terrain
    o   Understand how to design visually appealing environment
2. Understand how to add objects (such as trees, Apples etc.)
3. Be able to program a character to move around the terrain.

Week 2

1. Take a more in depth look at the design tools available
2. Program characters to interact with objects, such as:
    *   Eat Apples
    *   Bump objects
    *   Jump
    *   Run Fast

Week 3

1. Programming multiple characters to interact with the environment.
2. Program the characters to talk (via pop up text boxes).
3. Start to build a storyline for game (this may be on paper).
4. Understand how to use paths

Week 4

1. Understand how to use Timers.
2. Understand how to add points to a game.
3. Understand the random function in Kodu and how it can be used to drop multi-coloured apples
4. Create a flying saucer game (which involves a flying saucer moving on a path and dropping apples)

Week 5

1. Spawning (automatically generating additional characters)
2. Create a New Level
3. Action functions (launch, combat, shoot and creating coins)
4. Building a race game.

Week 6

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

Additional tasks

Pupils who have completed the weekly tasks may wish to explore additional Kodu functions;

- Health - characters can be programed to lose or gain health points
- Power UP's - e.g. character moves fast for 10 seconds if they eat an apple
- Music - play music at specific times to add excitement
- NotEquals - when a score is not equal then you could end a game
- Pages - you can have multiple pages of code within the program menu. For example this could be used to make a character chase you after 30 seconds