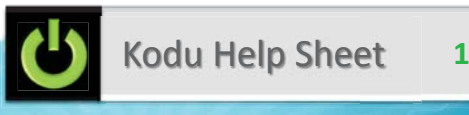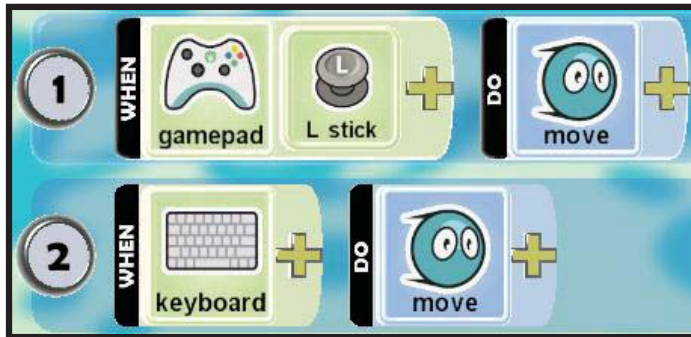# Controlling a Character

Make the character move using either the left stick or keyboard arrows

| 1 | WHEN | gamepad | L stick | + | DO | move | + |
| 2 | WHEN | keyboard | + | DO | move | + |

Kodu Help Sheet   1

Collecting Objects

Makes the player eat the object it has bumped into

| 8 | WHEN | bump | apple | + | DO | eat | + |

Kodu Help Sheet   2
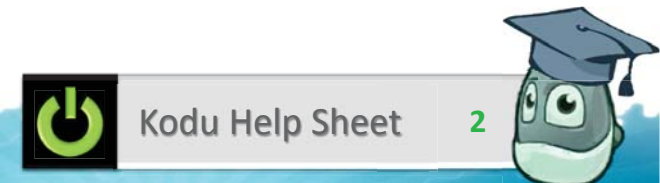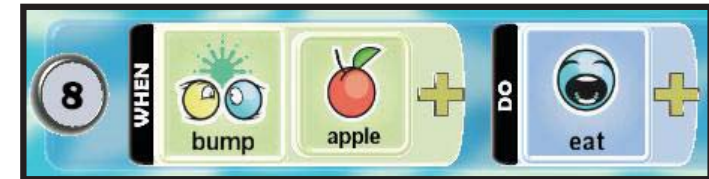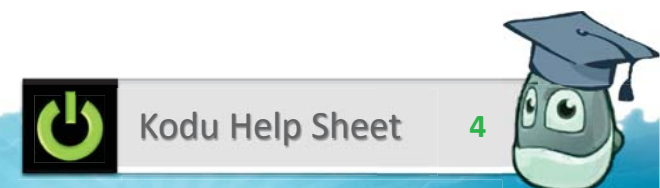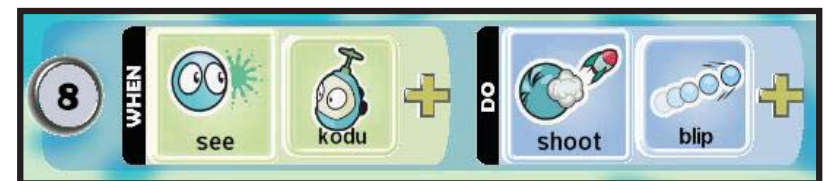
Following Paths

Make the character continuously move along a path. Use + to set the colour of the path if using more than one.

| 5 | WHEN | always | DO | move | on path | + |
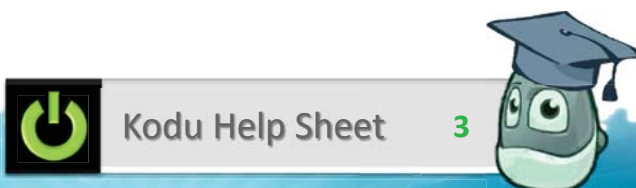
Kodu Help Sheet   3

Enemy Shooting

Enemy will shoot at player (in this case Kodu) when he comes into view

| 8 | WHEN | see | kodu | + | DO | shoot | blip | + |

Kodu Help Sheet   4

Player Shooting

Player will shoot blips when the A button is pressed

WHEN [gamepad] [A button] + DO [shoot] [blip] +
8

Switching Pages

Program will switch to Page 2 when the player eats a yellow apple

WHEN [bump] [apple] [yellow] + DO [switch] [page 2]
2

Scoring

Players score will increase by one when he bumps into a coin

WHEN [bump] [coin] + DO [score] [point] +
3

Health/Damage

When the player bumps into the cycle his health will go down by two points

WHEN [bump] [cycle] + DO [damage] [points 02] +
4