



Kodu Cheat Sheet

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General Reminders

- The **TAB key** will find an object in your world - use the **mouse wheel** to zoom in. You can focus on an item that is hard to click. It is also really helpful when you lose your world!
- The **Left Menu** provides additional information regarding a menu option or selected object.
- Holding down the **SPACEBAR**, when using any tool, temporarily switches to the MOVE tool.
- Land and water use the most resources. Have students watch out for this if they experience lag.
- Use the “Say” command to provide text.
- Encourage students to use game design skills of providing directions and game objectives.
- Include a guide to focus students on your initial objective.

SAVE OFTEN!!!

#1 - First Tutorial

- Cover this information as a whole class lesson. The information in this tutorial allows you to introduce students to the environment and teach the basics of adding an object and programming. As a tutorial, it shows the format of the remaining tutorials.
- This is your opportunity to level the foundation, so all students feel comfortable.
- Include:
 - Demonstrating the ring menu system;
 - Backing out of a menu by clicking inside a ring menu or use the ESC key;
 - Using ESC key to get the game toolbar;
 - Losing your world and using the TAB key to find it;
 - The Left Menu.

#2 - Finding Apples

- This tutorial extends understanding of programming to make a game object react to another object.
- This tutorial also demonstrates how multiple lines of code work together.

#3 - Add/Paint Terrain

- This tutorial is purely about extending the aesthetics of the game. Aesthetics contribute to setting and tone.
- You can extend this tutorial by teaching additional land forming as well as sky and lighting options in the World Menu.

#4 - Filters

- This tutorial introduces the computer science idea of a parameter – additional information used in a line of code.
- Parameters can be used to create a conditional statement or requirement that must be met.

#5 – Score

- This tutorial introduces the computer science idea of a variable and uses mathematical comparisons.
- Kodu only allows you to keep track of whole numbers – this is not necessarily a limitation!!

Extensions