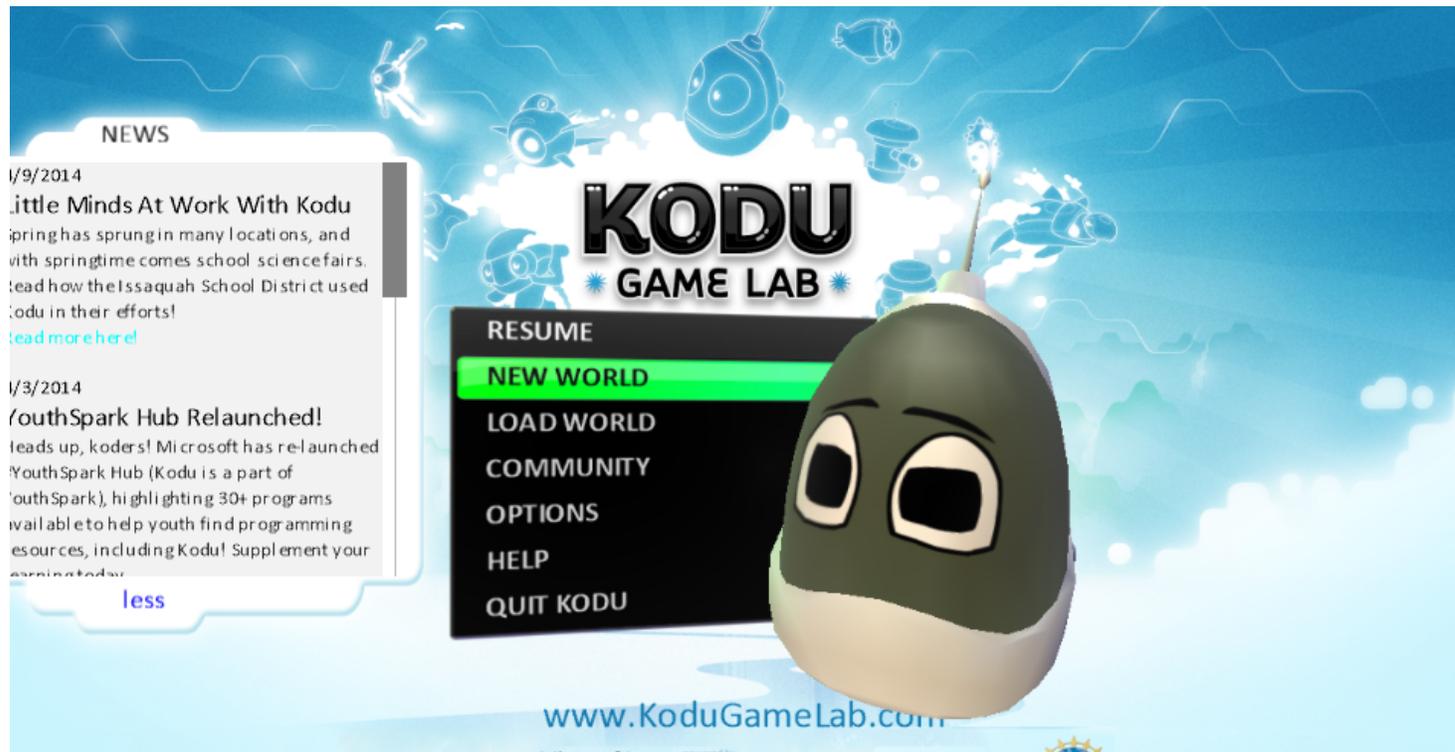
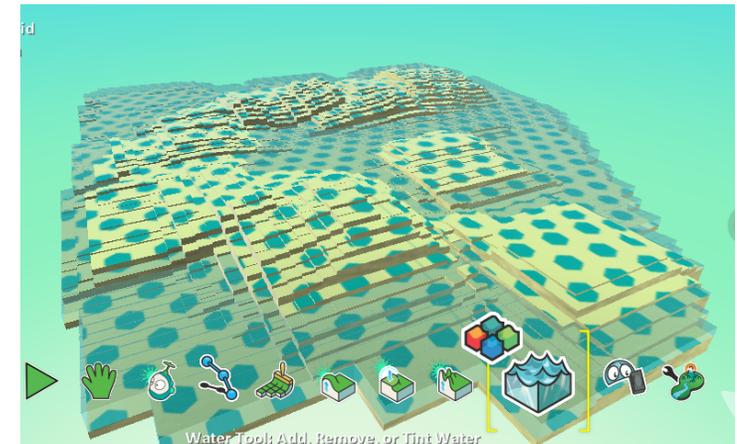
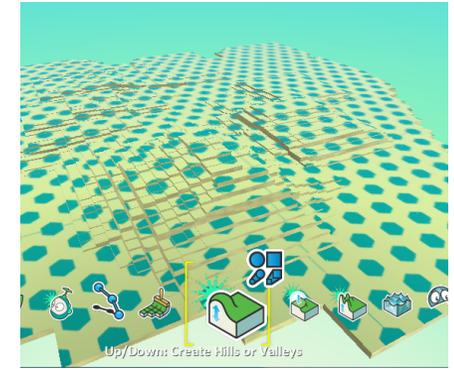
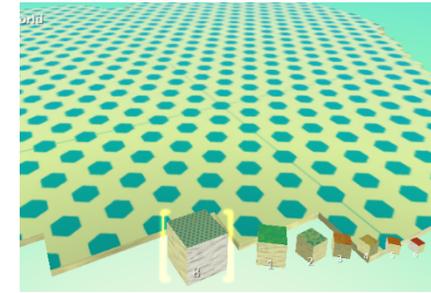
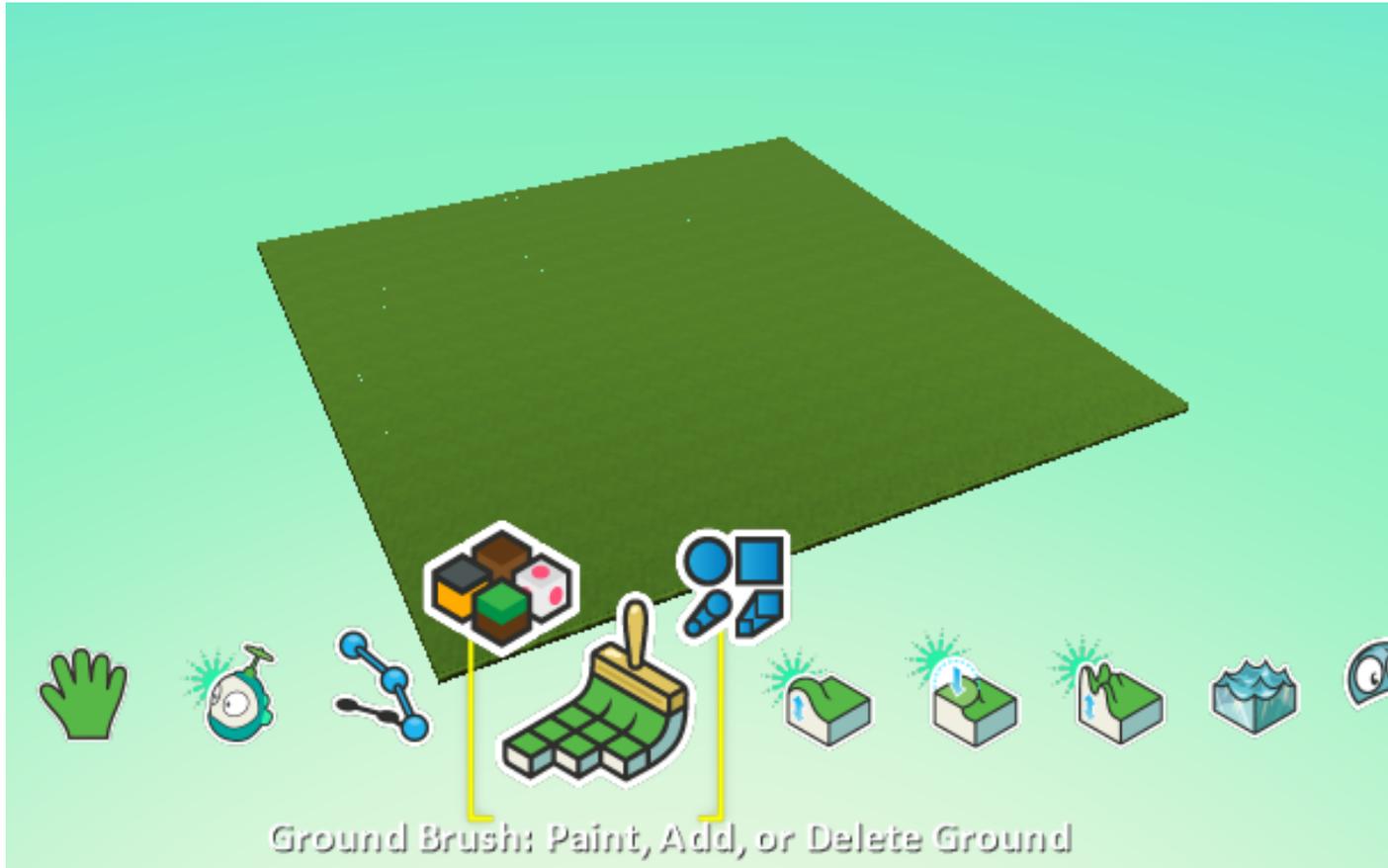


How to make a simple object collection game using Kodu Game Lab



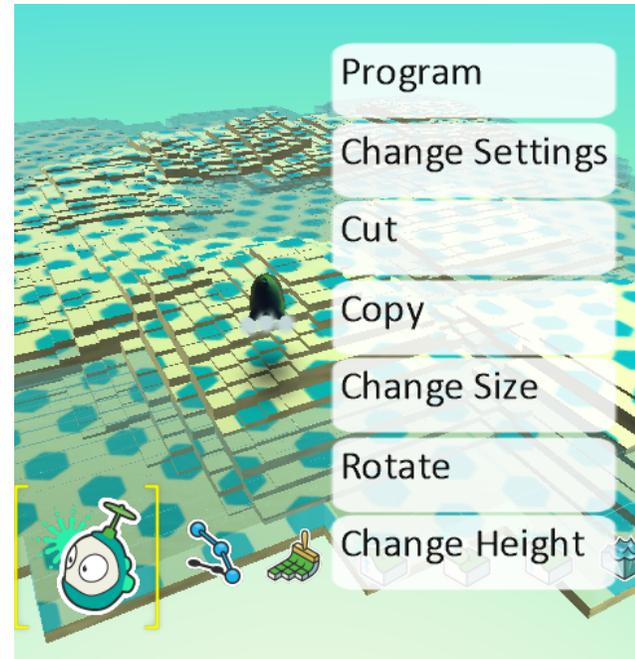
By selecting “New World” from the home menu we can start to make our own Kodu game.

First we need to create a terrain using the ground brush...



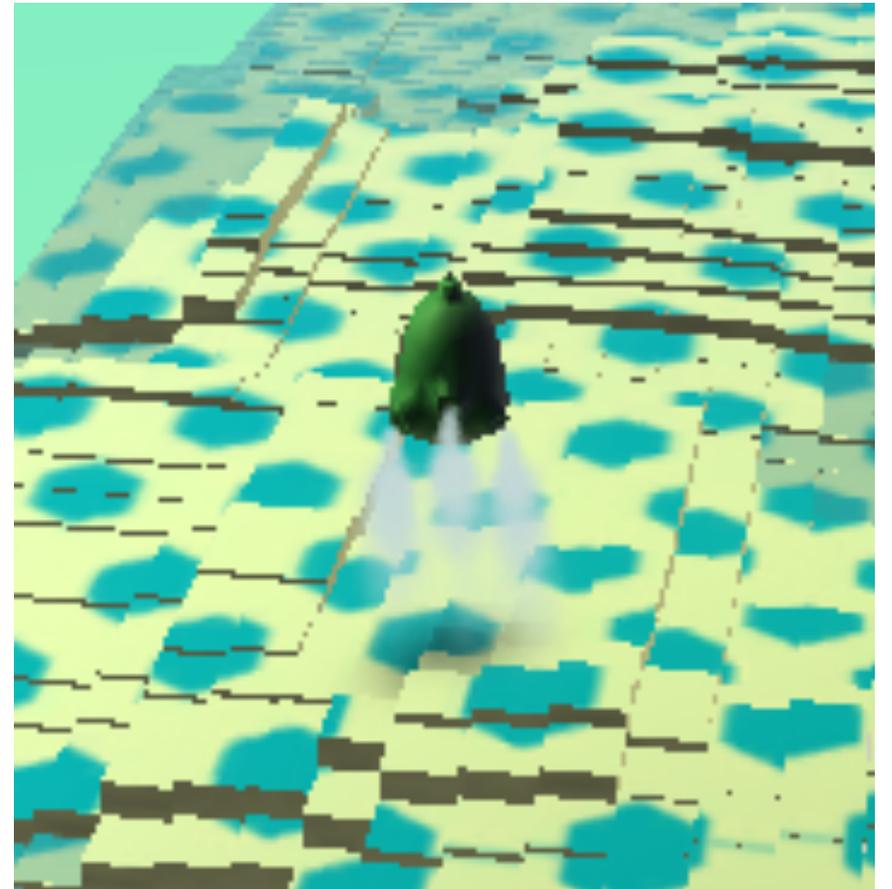
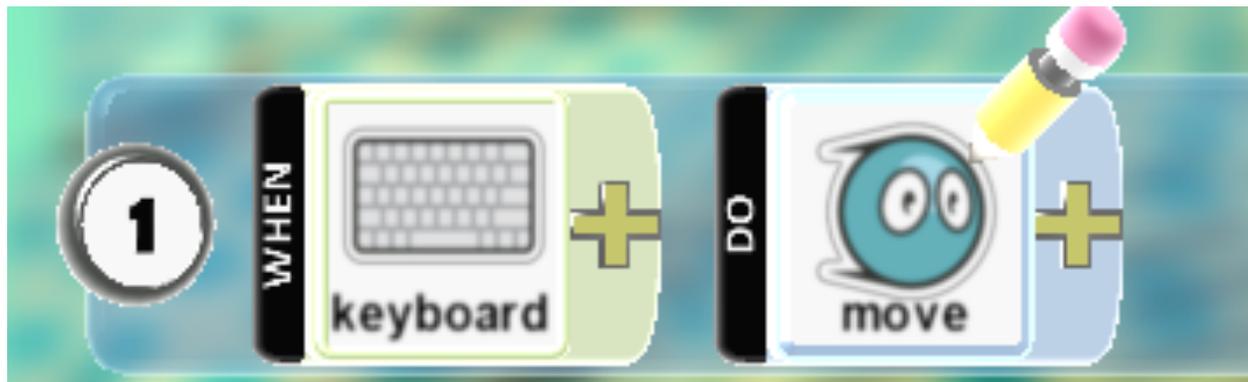
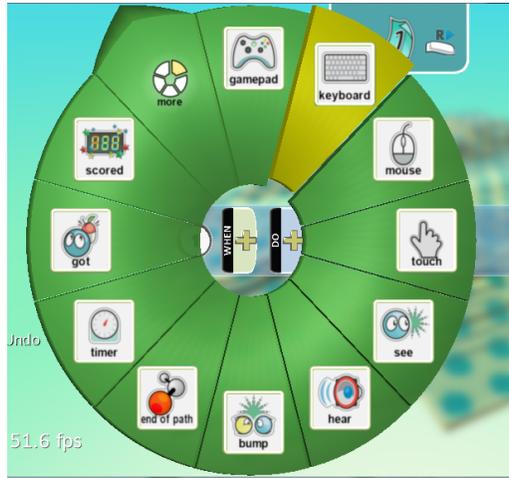
... and personalize using the other terrain tools

Now we have our world we can add a character by selecting the object tool and clicking on a space.



We can choose its colour using the arrow keys. We can program it by right clicking on the character (while still on the object tool).

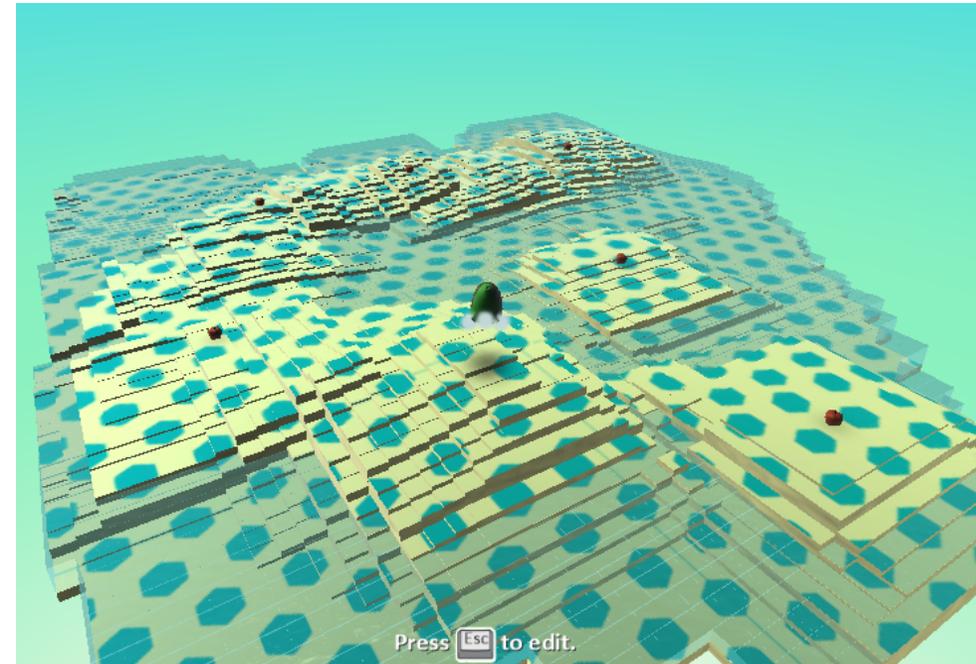
We can now program our character to move when we use the keyboard.



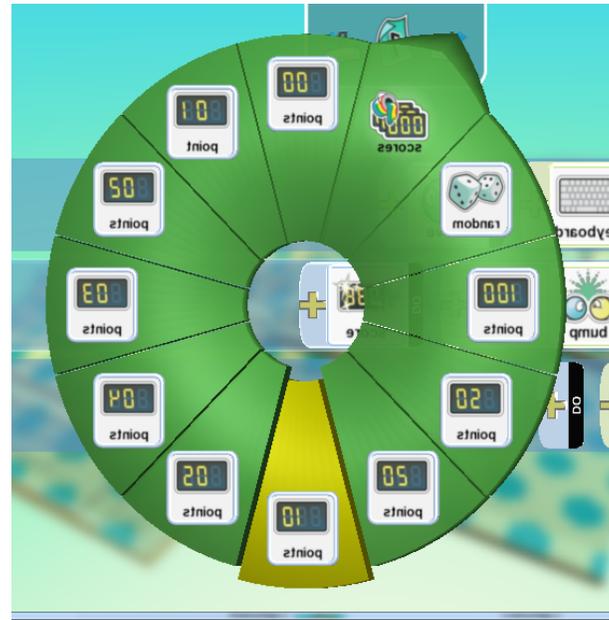
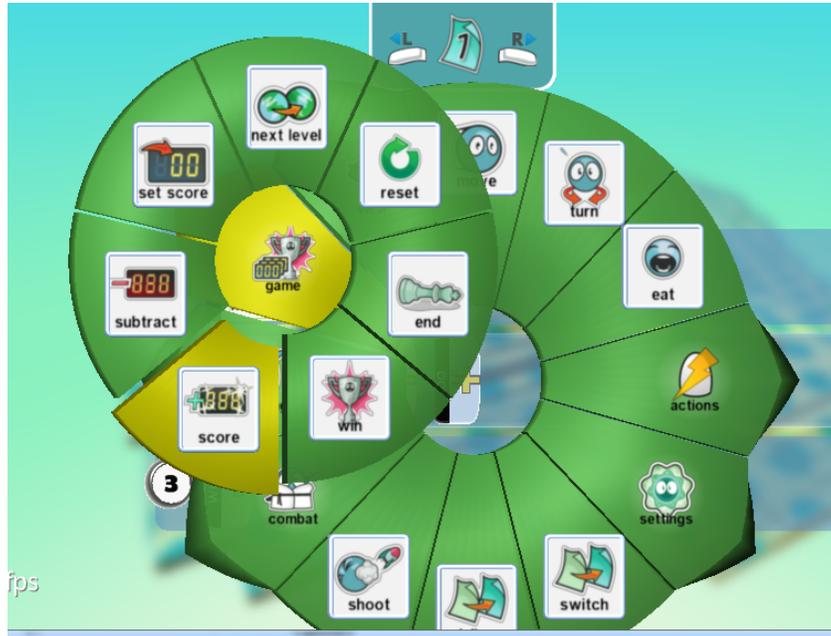
Returning to the object tool...



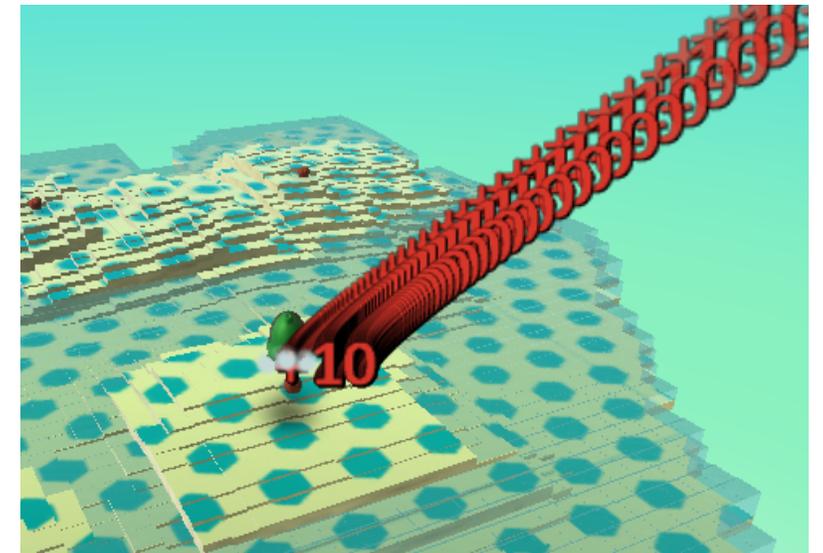
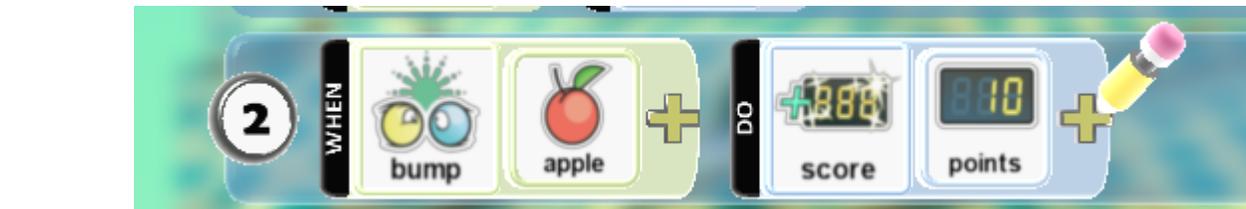
... we can choose an object for the Kodu to interact with.



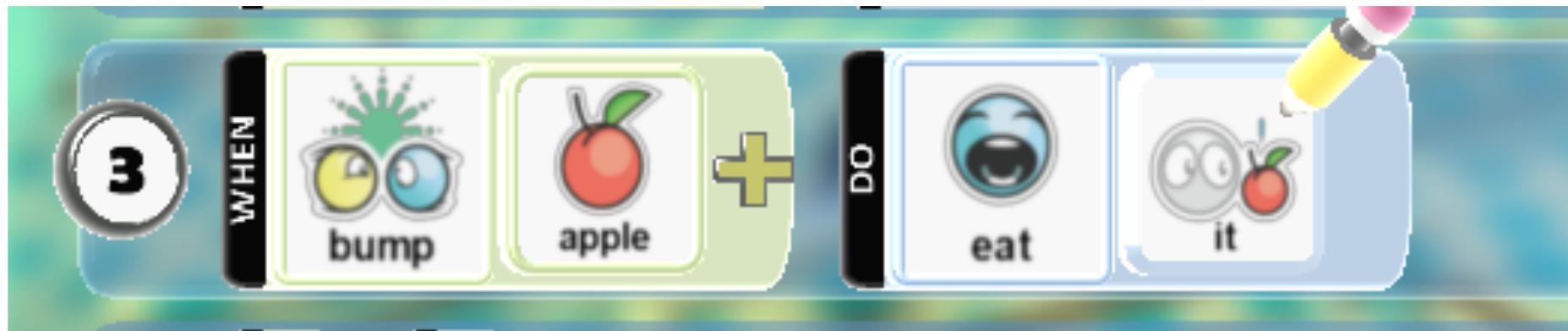
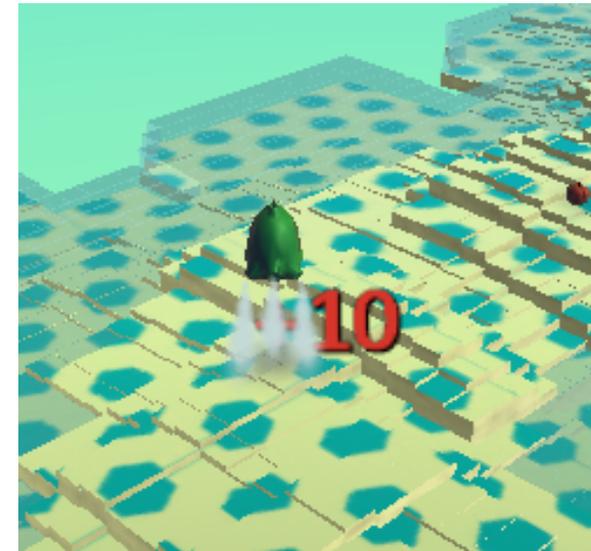
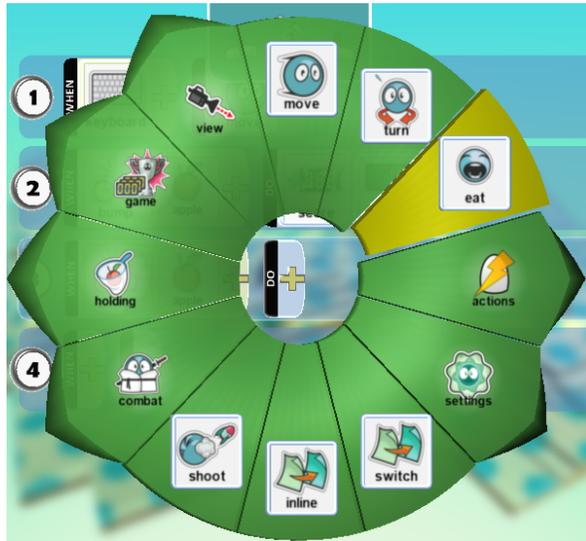
Now we can introduce a scoring mechanism...



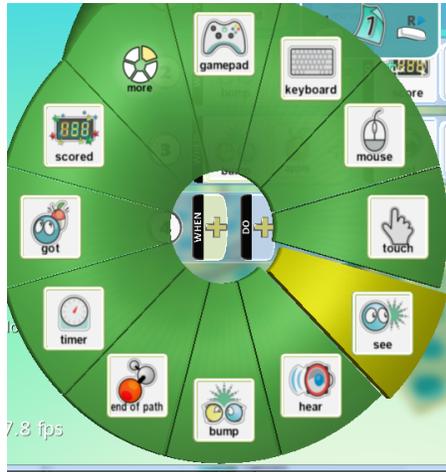
...with one slight flaw.



The solution: Kodu eats the objects.



Ending the game:



WINNER

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