Kodu Football Game

Can you design a football game using Kodu?

1. Planning Algorithms

Before using Kodu on the computer, the first step is to plan your world and write algorithms for how any characters and objects will need to behave. Try to stick to the 'When' and 'Do' format.

- Can one team be controlled by the user/player?
- Can the opposition team be automatically controlled by the computer?
- What will the characters do when seeing or moving towards the ball?
- How will the ball (or similar object) react when a character touches (or bumps) it?

2. Programming in Kodu

The second step is to transfer ideas and algorithms into Kodu.

You can do this on any computer with the Kodu Game Lab installed.

- What suitable characters will you add?
- What other objects are required?
- Can you design a world to look like a mini football pitch?
- How can you create goal areas that can be programmed to work?

> Remember that the key skill in this activity is how to problem solve. You may not get the code right the first time or exactly how you intended at all, but try to find ways to solve any problems that you face.