**New assets**

Last Updated

# High Level Player Experience

Kodu’s new water world, with new exciting toys!

**Feature Priority:**

*Core Feature*: A major feature that interconnects with multiple core features and is a major part of the player experience.

# Design Details

**Goals:**

* Provide new characters and objects, with interesting elements, that allow users to expand their Kodu projects in new and fun ways.

**Breakdown**:

* Octopus - Character
* Starfish – Medium object
* Clam – Medium object
* Sea Grass – Simple object
* Kelp – Simple object

**Octopus**

**Description**

The Octopus is a new character, with its own new unique abilities and characteristics.

**Abilities & Characteristics**

* Ink jet - the ability to fire a cloud of ink.
* Camouflage - the ability to enter ghost mode via tile command.
* Multi-limbed – the characteristic look of an octopus and it’s uniquely different manner of movement are going to stand out in Kodu world.
* Standard bot characteristics: Movement, Rotation, Actions, etc.

**Similar to:** Rover; This is due to Octopus having new capacities that no other character has had before.

**Example use in Tower Defense**

This Character is the main enemy character Kodu is working against. Visible on the other side of the map, Octopus send’s the mind controlled friends over to grab the starfish.

Octopus will also travel to the reef him/herself, occasionally using ghost mode to throw off the turrets and confusing them by launching ink at them.

**Example uses in Kodu Cup**

* This character is perfect for use as a harmless aquatic creature, able to camouflage itself into the surroundings to confuse its predators or as an agent of action, using ink jets to disable foe.
* Blinding – the ink power could blind creatures temporarily. It would kind of be like spray painting over the lens of security cameras
* Bread crumbing – leaving ink clouds behind as a trail for other characters to follow

**Starfish**

**Description**

The starfish is an object useable above and below the water. With its innocent and universal majestic charm the starfish is sure to appeal to all.

The starfish is a medium complexity object.

**Abilities & Characteristics**

* Looks like a starfish (as opposed to the existing star object)
* Acts like a pickup (heart, coin, etc)
* Lies on the floor. Player can adjust offset using height in object settings.

**Similar to:** Rock. The star sits flat against the floor.

**Example use in Tower Defense**

This object is what Kodu and the Player are trying to save. In our case, the starfish are collected by enemies and taken away.

**Example uses in Kodu Cup**

* Ideal as decoration
* Can be used as an endangered species
* Could be used as a hazardous underwater element.

**Clam**

**Description**

The Clam is a static object that opens and closes. Its visual appearance is different to all other Kodu items. Its function vs size also offer a clear and concise ‘container’ for a user to apply in multiple situations above or below water.

The clam is a medium complexity object.

**Abilities & Characteristics**

* Unique appearance. Clearly aquatic.
* Viable for placement above and below water
* Opens and closes.

**Similar to:** Hut. It has no movement, but does have capacity to open and close.

**Example use in Tower Defense**

This object will be used as a $ resource generator. Placed around the map, these objects will open occasionally and spawn a coin for the player. They will then close and the cycle begins again.

**Example uses in Kodu Cup**

* An ideal container for many things: objects, bots, messages, missiles, etc.
* Multiple clams could be choreographed into a choir
* Can be used as open/closed switches for puzzles.
* Can be friendly or unfriendly.

**Sea grass**

**Description**

Visually different object to help decorate an environment. Tall and thin, with the mild sway animation the trees have.

The sea grass is a simple complexity object.

**Abilities & Characteristics**

* Uses tree ‘sway animation to give it life above or below water.

**Similar to:** Tree, but much smaller initially.

**Example use in Tower Defense**

This object will be used to set the scene, enhancing the feel of an underwater location.

**Example uses in Kodu Cup**

* This object can be used to decorate an environment, both below and above water.
* Multiple objects can be used as a boundary.
* A small cluster of these could be hiding something secret…
* Can be used as a food source

**Kelp**

**Description**

The Kelp is an object that floats on the water and moves with the waves. Green, wide, flat and entangled in itself.

The kelp is a simple complexity object.

**Abilities & Characteristics**

* Kelp floats on the water
* It’s visual ‘density’ suggests it has an unmoving nature.

**Similar to:** Cloud and rock. An inanimate object often used for decoration that has occasional purpose in a level.

**Example use in Tower Defense**

This object will be used to decorate the water areas and will also be using the ‘ignore current’ object setting.

**Example uses in Kodu Cup**

* This object, in multiple and mixed with other objects could be flotsam
* Visual element to enhance fiction of water environment
* Can be used as border
* Too much kelp! Quick, get Kodu to clear it out of the way – the turtles can’t reach the ocean!