## Quick guide to creating possible situations in zoxiy

#### **Add elements**



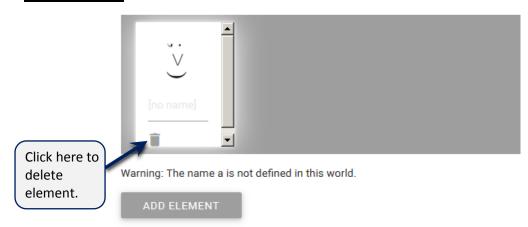
Warning: The name a is not defined in this world.



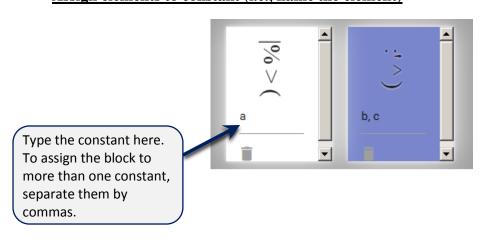
#### **Colour**

It isn't possible to change the colour of the blocks. If you want, say, a red block keep adding elements until you find a red one.

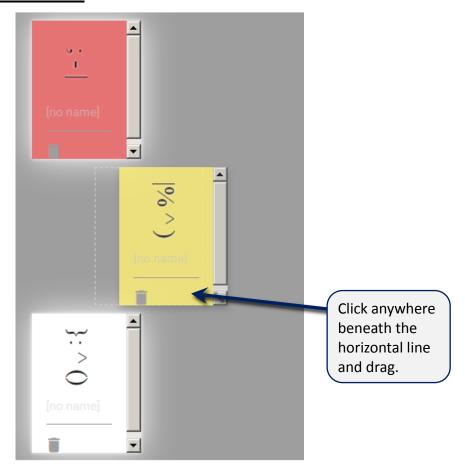
#### **Delete element**



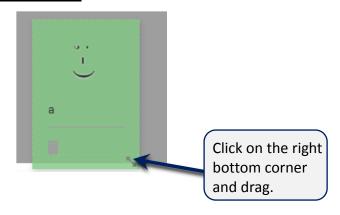
#### Assign elements to constant (i.e., name the element)



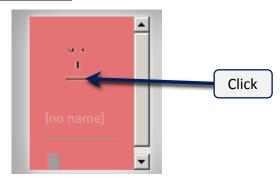
### Move an element



### **Change size**



### Change mouth shape



# **Change eyes and their surroundings**

