



## Kodu: Top Tips

### Landscaping

The first thing to do with any game is work out the landscape you want to play in. Land can be added/removed, raised/lowered and made spiky/smooth using the land tools.  
Press Y on the game pad to enter the material picker to add different types of land  
Press X to enter the brush picker to choose different shape brushes

**NOTE:** The magic brush selects all connected land of the same type



### Basic Programming

All objects in Kodu can be programmed and different tiles become available after others have already been added so don't be afraid to experiment.

**NOTE:** Different character/object types have slightly different programming tiles available.



## Multiplayer Worlds

Multiplayer games can easily be created by adding a player number to the tiles for the controls for any playable character.



## Indenting Lines of Code

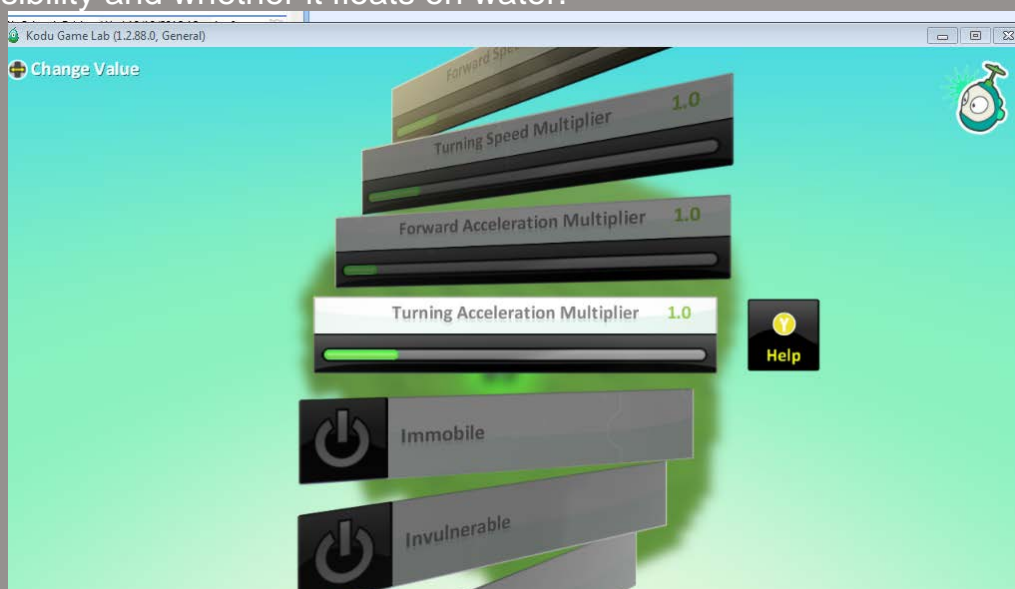
To activate one row of tiles after another so that more than one thing happens in response to an event the rows can be indented

**NOTE:** If both objects are to react to a collision; only try and detect the collision using one object (use a broadcast to make the other respond).



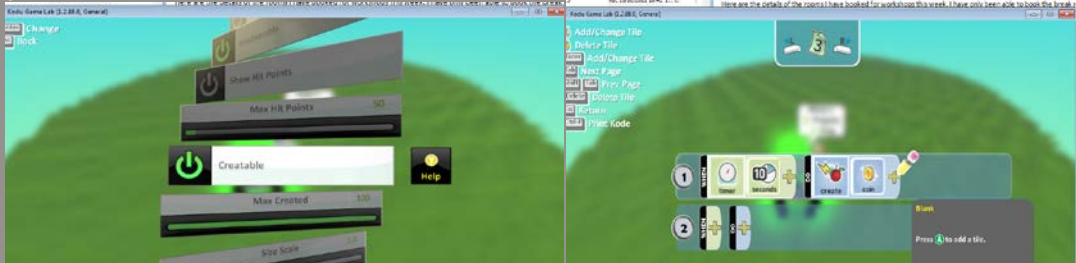
## Object Settings

Object settings are slightly different for each object/character but allow you to make changes to all sorts of attributes from size, speed and shooting to hearing and sight range, invisibility and whether it floats on water.



## Createables

New objects can be added to Kodu game worlds during play. Pre programmed characters can also be made creatable in the settings menu. This allows you to add objects or characters that behave in a certain at different stages of game play.



## Say/Hear



Conversations can be built up by using the say/hear tiles.

Consider indenting the line below hear and using a timer to make conversations flow more naturally.

## Changing Characters

Creatables and hearing can be combined to switch between playable characters. For example, if a task has been completed then one character might say something to trigger the transformation.



## Copy and Paste



Whole pages of tiles can be copied if the pencil is positioned right at the top of the page as shown in the image. A single row can be copied if the pencil is positioned on the row number. Copied pages/rows can then be pasted into another page for the same character if only a small change of behaviour is required or into a page of another character if the behaviour is to be duplicated between characters.

## Exporting games



To move programs between machines:

1. first save it on the current machine
2. go to load world from the home menu
3. Choose the world you want to keep a copy of
4. Select export from the options that appear

Either a dialogue box will open asking where to save a copy or a message will appear on the screen saying where the

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