



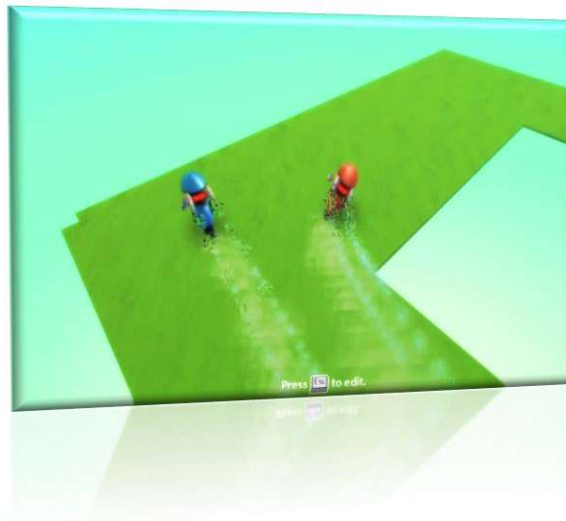
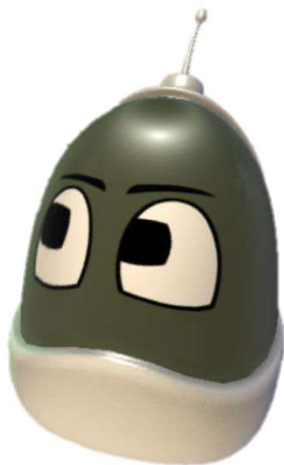
Design Technology

Grade 6 Task Sheet

TERM 1

Unit 2 – Kodu

Name:		Date:	
Group:		Start Time:	
SIS:		Finishing Time:	





OBJECTIVE:

You will make a simple racing game using Kodu.

EQUIPMENT REQUIRED:

- Computer
- Kodu Games Lab software

TASK INTRODUCTION:



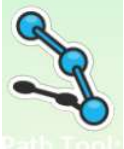

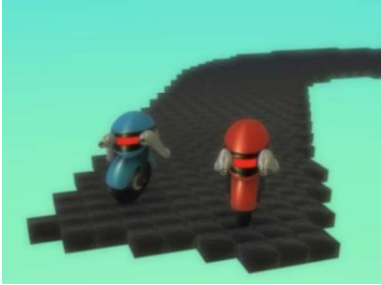
You must create a racing game using the Kodu Game Lab software. It will be a one player game controlled by the keyboard. It will also have a computer-controlled opponent that follows a fixed path.

You must be able to add an obstacle, change the player colours and change the difficulty (by increasing or decreasing the opponent's speed).





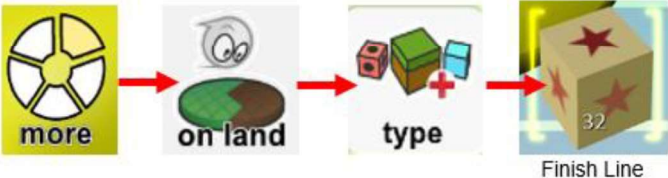



Work Plan:




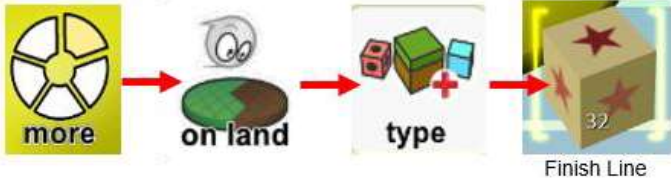
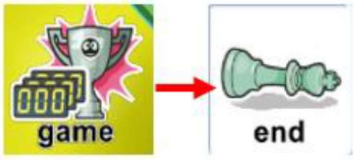

Tick the box after you complete each step.

No.	Work Steps	Step Completion & Values	Remarks
1.	<p>Open Kodu Games Lab</p> 		
2.	<p>Build a track using the Ground tool</p> 		
3.	<p>Draw a path using the Path tool</p> 		
4.	<p>Add two Cycle characters</p>   <p>Remember to change their colours!</p>		

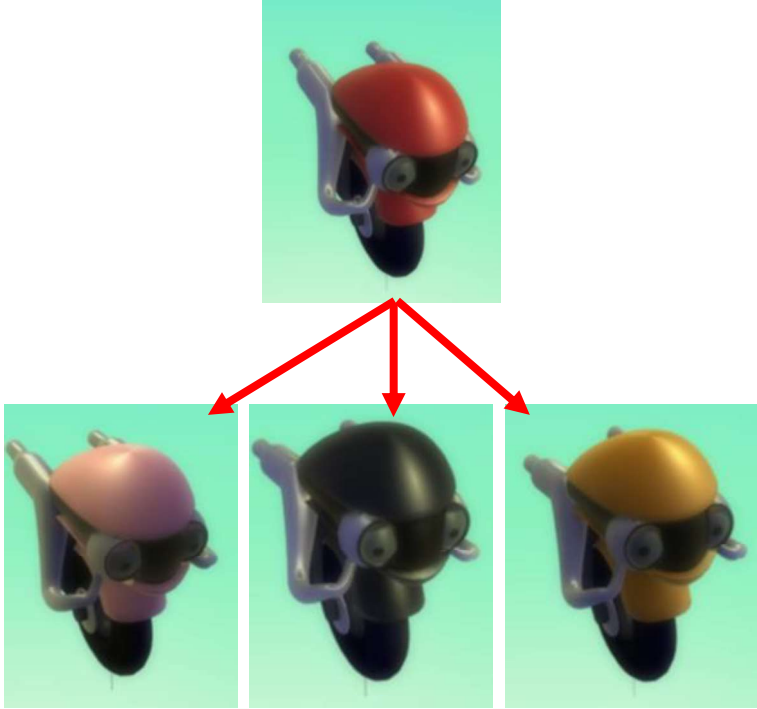


5.	<p>Right-click on Cycle 1</p> <p>Go to row </p> <p>Add the following to WHEN</p>  <p>Add the following to DO</p> 		
6.	<p>Go to row </p> <p>Add the following to WHEN</p>  <p>Add the following to DO</p> 		



7.	<p>Right-click on Cycle 2</p> <p>Go to row </p> <p>Add the following to DO</p> 		
8.	<p>Go to row </p> <p>Add the following to WHEN</p>  <p>Add the following to DO</p> 		
9.	<p>Add an obstacle!</p> 		



10.	<p>Change colours!</p> 		
11.	<p>Change the game difficulty</p>		
12.	<p>Test your game!</p>		



Evaluation:

Tick what you have been able to complete.

No.	Points	Student Evaluation	Teacher Evaluation
1.	Built a track using the Terrain tool		
2.	Added 2 Cycle characters		
3.	Programmed Cycle 1 row 1		
4.	Programmed Cycle 1 row 2		
5.	Programmed Cycle 2 row 1		
6.	Programmed Cycle 2 row 2		
7.	Added a path using the Path tool		
8.	Added an obstacle		
9.	Change the colour of the characters		
10.	Changed the game difficulty		
Maximum Achievable Points		10	
Summarization of Actual Points			