Name: _____

The First Law of Kodu: Closest1 World

The first law of Kodu is: **Rules pick the closest matching object.**

Load the **Closest1** world and compare it to the diagram on the next page.

Program the Kodu with the rules below (one at a time). Try to predict which object the Kodu will go to, and write your prediction in the second column of the table below. Then run the program to see if your prediction is correct. In the third column, write the letter of the object the kodu actually visits. The first row has already been filled in for you.

	Rule	Predicted Object	Actual Object
i.	[1] WHEN see red apple DO move toward	B	B
ii.	[1] WHEN see green apple DO move toward		
iii.	[1] WHEN see blue apple DO move toward		
iv.	[1] WHEN see blue apple (options) in front DO move toward		
v.	[1] WHEN see DO move toward		
vi.	[1] WHEN see green DO move toward		
vii.	[1] WHEN see apple DO move toward		
viii.	[1] WHEN see red apple (options) behind DO move toward		

There are two objects in this world that we cannot write a simple rule like the ones above to get the kodu to visit. Do you know which they are? Write down their letters:

_____   and   _____

First Law of Kodu: Rules Always Choose the Closest Matching Object

The Closest1 World