

# Kodu Makerspace

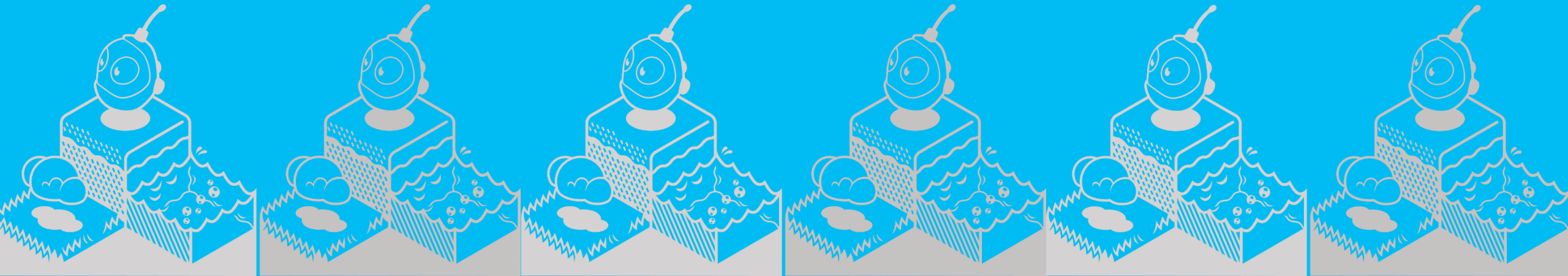
## Learn to make your own games!

### Lesson 7



# Questions we'll answer:

- What advantages are there in working with a partner to create a game?
- Why is testing an important step in creating games?
- What characteristics make game directions useful?



# Final Production

- Work with partner to complete finishing touches
- Get your game ready for the showcases
- Decide on a Map Reader and Driver



**KODU**  
GAME LAB

# Let's write directions in Kodu

Name : Coolest Game Ever SM KL

v 04

**Description :** The goal of this game is earn points by bumping red rocks. You will lose points if you bump yellow rocks. Be careful!

Rock can change color.

Directions:

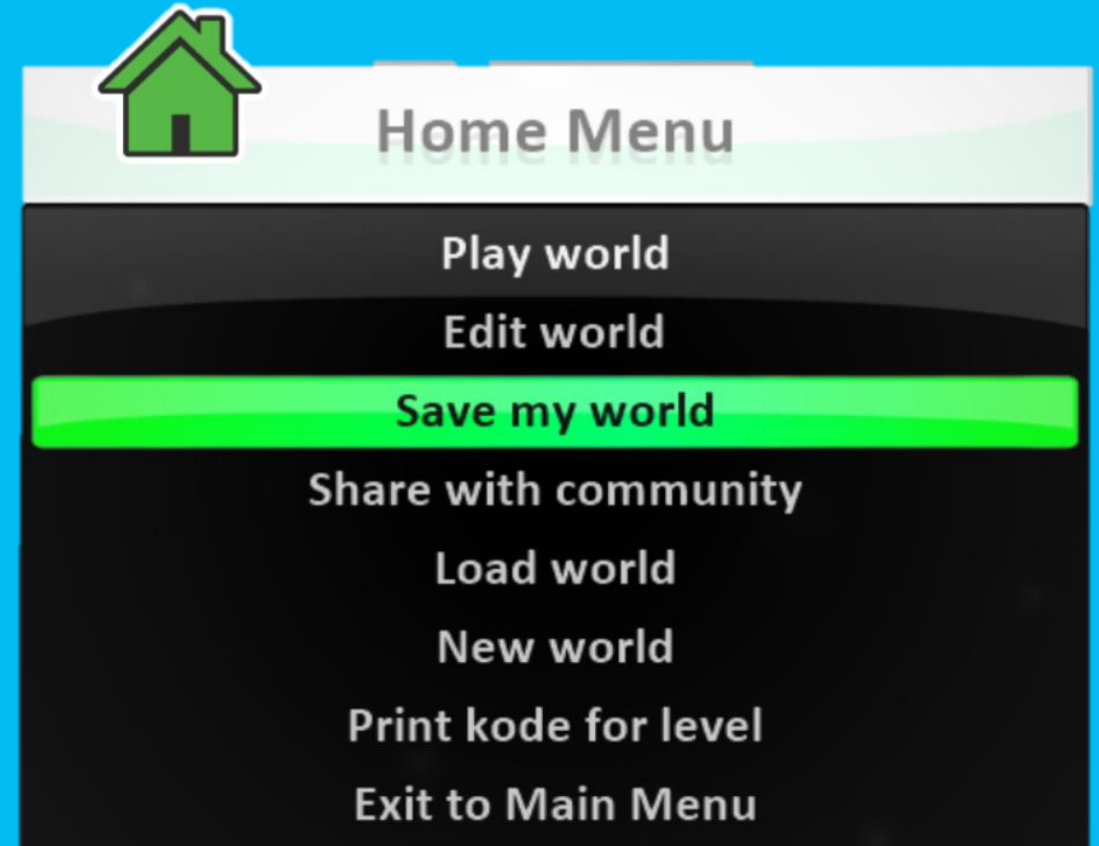
1. Use the mouse to move Kodu
2. Press W, A, S, D to change directions
3. Recharge the timer by bumping gold coins

Creator : Susan and Kim



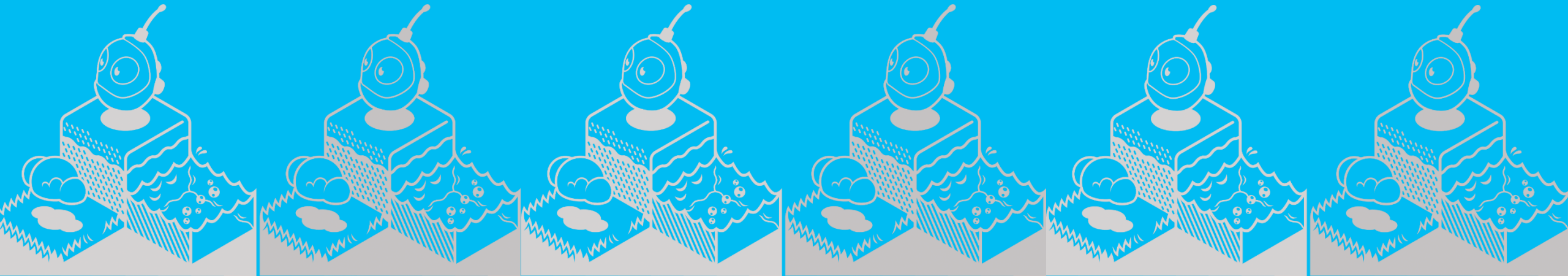
# Writing Directions

1. Click the Home Menu button
2. Select Save my world
3. Add 1 to the version number
4. Change the name of the game in the top row
5. Add your initials to the end of the game's name
6. Revise the Description
7. Click Save



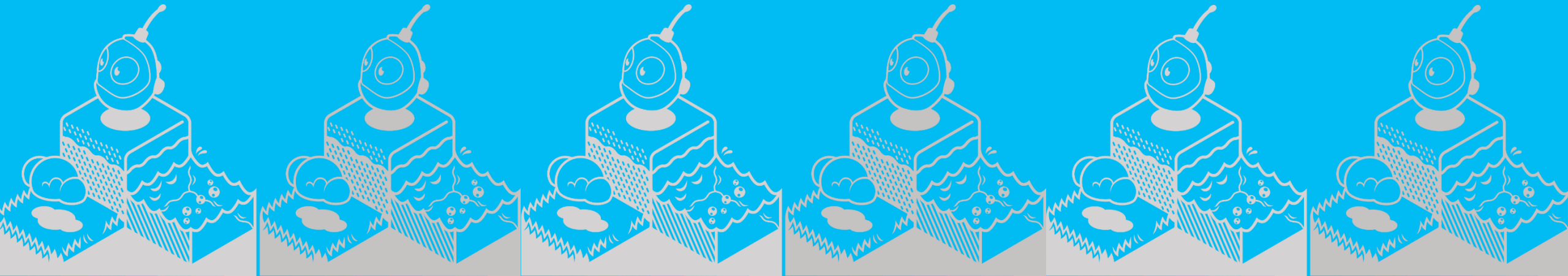
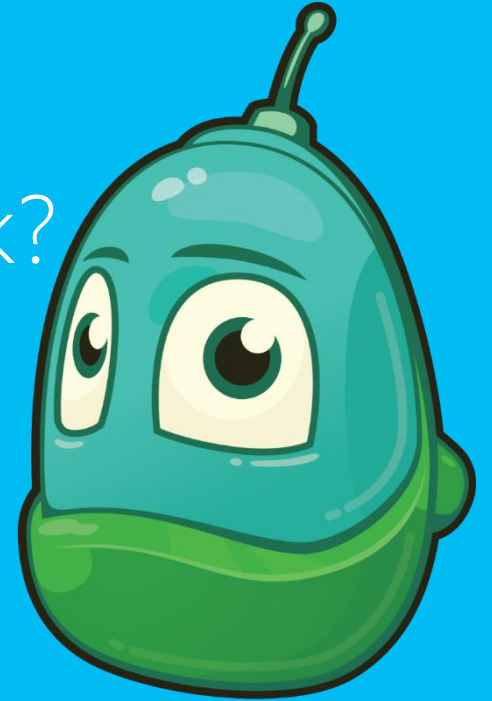
# Let's prepare for the Gallery Walk

1. Celebrate accomplishments!
2. Learn from others!



# Showcase your game

1. Why are looking forward to the Gallery Walk?
2. What do you think is important about hosting a Gallery Walk in our classroom?



Thank you!

See you next time!

