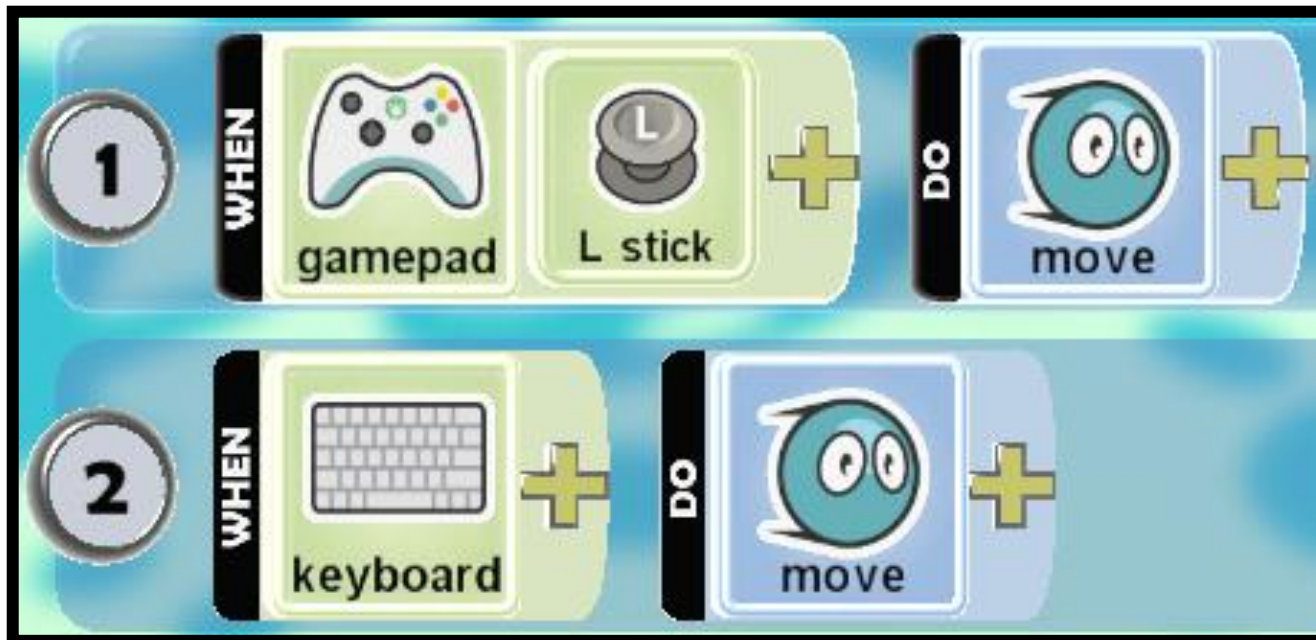


Controlling a Character

Make the character move using either the left stick or keyboard arrows



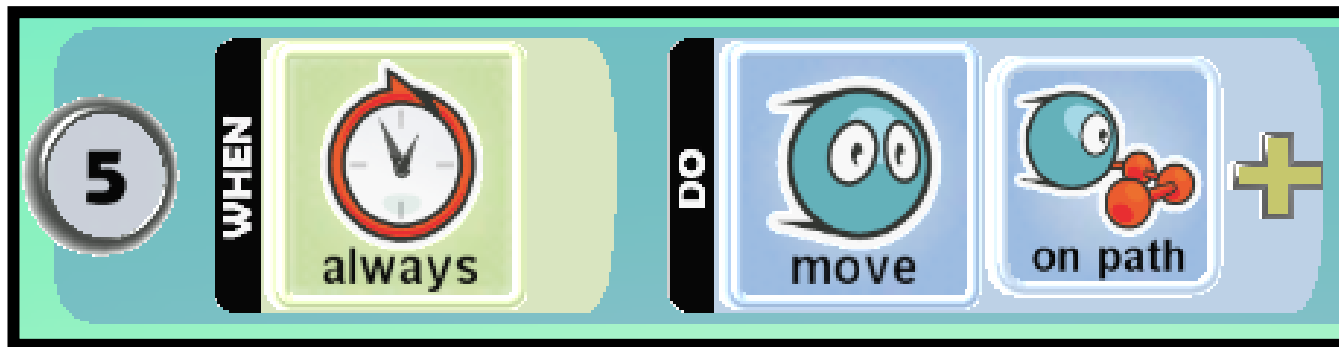
Collecting Objects

Makes the player eat the object it has bumped into



Following Paths

Make the character continuously move along a path. Use + to set the colour of the path if using more than one.



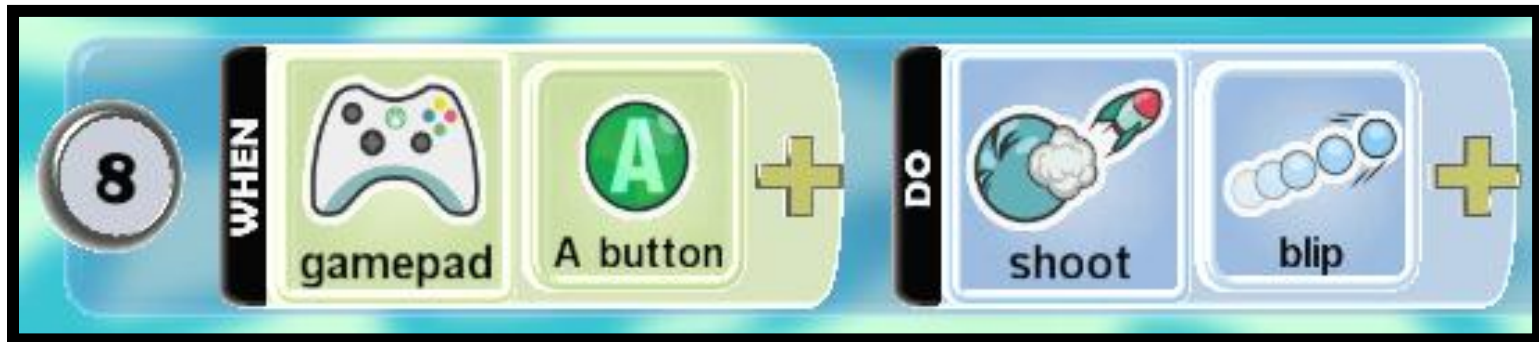
Enemy Shooting

Enemy will shoot at player (in this case Kodu) when he comes into view



Player Shooting

Player will shoot blips when the A button is pressed



Switching Pages

Program will switch to Page 2 when the player eats a yellow apple



Scoring

Players score will increase by one when he bumps into a coin



Health/Damage

When the player bumps into the cycle his health will go down by two points

