



## Student Activity 5

**Objectives:** Shift camera perspective, use close by and far away, implement shift in behavior using pages.

**Directions:** You have just looked at code and techniques for creating dramatic effects and for crafting changes in behavior within a character. Now is your time to practice.

### To Do

- ☐ Consider the three things you talked about during today's lesson—close by and far away, camera angles, and pages.
- ☐ Then explore the various games you have in your Kodu deck and how you might implement the three operations within a single game. For instance, look at Chaotic Orbitals v3 and code in a camera shift to first person—maybe by holding down the A button. The camera shift might also be initiated by bumping, come close to, eating, or grabbing the coin.
- ☐ Now add characters that change behaviors based on their interactions with each other or objects in the world. To create this system of interactions, you may need time to brainstorm and play with the tiles to see what is available to you. If you need assistance, consider adding character and objects in Chaotic Orbitals v3 that have a resting state (Page 1) and then are spurred on to another behavior based on interactions with other characters.

### Extra Activity

If you finish the above activity and want to another program challenge, go to Technique, Change Behavior. First play the game and see if you can 'win' the game. Next, program the game, so that you view game play from the perspective of the cycle.

