

# Worksheet

1

Name: .....

Roll No: ..... Class: ..... Section: .....

Date: .....

## INTRODUCTION TO KODU GAME LAB

### Chapter-8

#### A. Tick (✓) the correct option.

1. What does the 'When' section contain in Kodu programming?
 

a. Variables <input type="checkbox"/>	b. Events <input type="checkbox"/>
c. Loops <input type="checkbox"/>	d. Functions <input type="checkbox"/>
2. How can you distinguish between two identical looking bots in a Kodu game?
 

a. Size <input type="checkbox"/>	b. Speed <input type="checkbox"/>
c. Color <input type="checkbox"/>	d. Name <input type="checkbox"/>
3. What does the 'Do' section contain in Kodu programming?
 

a. Outputs <input type="checkbox"/>	b. Actions <input type="checkbox"/>
c. Events <input type="checkbox"/>	d. Loops <input type="checkbox"/>

#### B. Write 'T' for true and 'F' for false.

1. Kodu has an undo feature for your world. ....
2. You can play Kodu games on Xbox only. ....
3. Kodu uses visual icons to create games. ....
4. You can program Kodu characters using a mouse. ....

#### C. Fill in the blanks using the hints given below:

**Hints:** Do, program, Esc, Save My World

1. Press ..... to return to main menu.
2. .... section executes when conditions are met.
3. Save your world using ..... option.
4. Use ..... to set bot actions like move and turn.