



Activity 01 Prove Yourself: Extending Dropping Bombs

PROVE YOURSELF: EXTENDING DROPPING BOMBS

For this first Prove Yourself, you will add a new bomb with a different shape. As you work, take time to look around the Godot editor. Don't be afraid to experiment!

Open your **Dropping Bombs Pt. 1** project. Explore how to do the following:

- 1** Add a **RigidBody3D** node and rename it to **PYBomb**.
 - *Think about where nodes are organized in Godot.*
- 2** **Remove** the hazard symbol from **PYBomb**.
 - *Hover over the hazard symbol - what does it say?*
 - *What nodes might need to be added to fix this?*
 - *Double-check the hierarchy of the nodes.*
- 3** Give **PYBomb** a different shape from the bombs that are currently in the project.
 - *Consider where to check the shape that the bombs currently have.*
 - *Remember the mesh and collision shape should be the same shape.*
- 4** Change the position of **PYBomb** so that it will fall from the sky when the game starts.
 - *Think about what value needs to be changed to fix this.*
 - *Try aligning **PYBomb** and rename them to the scripts.*
- 5** Add two **Node3D** child nodes to **PYBomb** and rename them to the scripts that the bomb will need to function.
 - *Double-check the hierarchy of the nodes.*
 - *Consider where scripts and scenes are stored in Godot.*
 - *Look at the child nodes of the other bombs.*
- 6** Attach the corresponding scripts to these child nodes.
 - *Ensure that any variables are set in the **Inspector** before playtesting.*
 - *Remember to save the game by pressing **CTRL + S**.*
- 7** Playtest the game and check if the new bomb is a different shape from the other bombs.
 - *If all the bombs are the same shape, how might this be fixed?*
 - *Try re-adding the nodes for collision and mesh shapes.*



Extra Challenge:

Try giving **PYBomb** a different color from the other bombs.

Consider why the rest of the bombs were given the same color, if you only changed one of them.

Congratulations on completing **Activity 01: Dropping Bombs** and **Prove Yourself: Extending Dropping Bombs** in Godot - **You Rock!**

Continue your exploration with Godot by opening the **Activity 02: Scavenger Hunt** Ninja Guide.