



ACTIVITY 02 PROVE YOURSELF: SECRET HUNT

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For this Prove Yourself, you will organize the platforms and change the UI. As you work, take time to look around the Godot editor and don't be afraid to experiment!

Open your **Scavenger Hunt** project. Explore how to do the following:

- 1 Rename the correct **CollisionShape2D** to **Mailbox**.
- 2 Add a **StaticBody2D** and rename it to **LeftBuilding**.
 - *Think about the goal: Organize the platforms.*
 - *What should LeftBuilding's parent be?*
- 3 Rearrange the platform nodes that make up the left building to be children nodes of **LeftBuilding**.
 - *Reminder: Click on the platforms in the game window to select them.*
 - *Select multiple nodes at once by pressing Shift + clicking on each node.*
 - *After all platforms are selected, drag them in the Scene menu's hierarchy.*
- 4 Reorganize the rest of the platforms into these **StaticBody2Ds**: **Statue**, **Store**, and **RightBuilding**.
 - *Close the drop-down menus for the StaticBody2Ds to save space in the Scene menu.*
 - *Remember to save the game by pressing CTRL + S.*
- 5 Add a new **StaticBody2D** node like **Trees**, **Benches**, or **Secret**. Add more platforms as child nodes to the new **StaticBody2D**!
 - *Copy a platform from another StaticBody2D and paste into this one to get started!*
 - *Don't forget to make platforms unique whenever necessary!*
- 6 Now that the platforms are organized and you have made some of your own, customize **UI**. Select the **Score** node and **anchor it** to somewhere that isn't the Top-Right of the game window.
 - *Look back to the Ninja Guide on how to anchor the Label node.*
- 7 Customize the Theme Overrides drop-down menu to change how the Score looks.
 - *Update the Font Color, Font Outline Color, Outline Size, and Font Size.*



Extra Challenge:

Try organizing the Collectables, too. Instead of placing them in **StaticBody2D** nodes, use **Node2D**.

Tinker with adding even more Collectables where you placed the new platforms!

Congratulations on completing **Activity 02: Scavenger Hunt** and **Prove Yourself: Secret Hunt** in Godot – **You Rock!**

Continue your exploration with Godot by opening the **Activity 03: Meany Bird Ninja** Guide.