

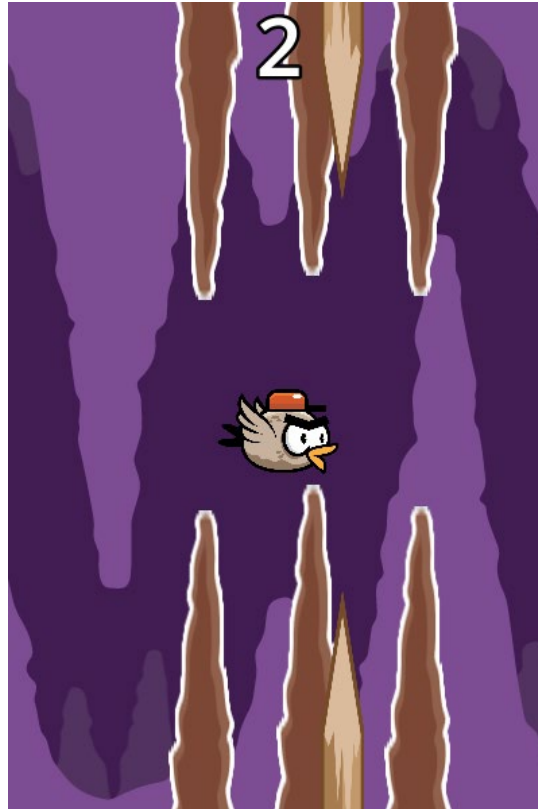


Activity 03 Prove Yourself:

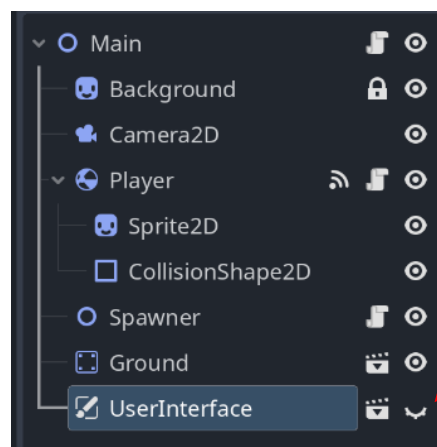
Meaner Bird

PROVE YOURSELF: MEANER BIRD

For this Prove Yourself, practice changing and resizing textures, and setting up a new stalagmite scene to replace the spike objects.



Tip: Use the eye icon to hide nodes in the game window when making changes to the project. Don't forget to un-hide the nodes before playtesting and submitting!



1

Update the background image to **PY_Caveback1.png**.

- *Is the background node locked or unlocked?*
- *How are textures changed in Godot?*
- *What tools or properties might be used to resize the image?*
 - *Holding down the shift key when resizing a texture will keep the dimensions proportional.*
 - *In the Inspector for Background, the Transform property could be helpful.*
- *Is there something in the workspace that shows the camera view?*

2

Add the second background image, **PY_Caveback2.png**, layered on top of the first one.

- *What type of node will be used?*
- *How can it be locked in place?*

3

The original ground texture doesn't fit the new theme of the game! Fix the **Ground**.

- *How can **Ground** be moved so it is slightly off screen and prevents the player from falling off the bottom?*
- *The player can currently fly out the top of the game. How can this be prevented using a duplicate of **Ground**?*

4

Change the objects that spawn in the game from **spikes.tscn** to **PY_stalagmite.tscn**.

- *What node controls the spawning of objects?*
- *How can the object **being spawned** be swapped out?*
- *Are there any values in the stalagmite scene that need to be updated?*

Extra Challenge!

Try spawning both spikes and stalagmites at the same time while keeping the game fair!



- *In Scene, duplicate the Spawner node but update it to spawn a different scene.*
- *Customize the **Height** and **Spawn Time** variables in the **Inspector!***
- *In **spikes.tscn** or **PY_stalagmite.tscn**, adjust the locations of the **CollisionTop** and **CollisionBottom** nodes*
- *Adjust the **Player's Velocity** variable in the **Player** node's **Inspector**.*

Congratulations on completing **Activity 03: Meany Bird** and **Prove Yourself: Meaner Bird** in Godot - **You Rock!** You are now ready to save this project and submit it.

Continue your exploration with Godot by opening the **Activity 04: Sketch Head** Ninja Guide.