



Activity 04 Prove Yourself: Trick Head

PROVE YOURSELF: TRICK HEAD

For this Prove Yourself, you will swap out scripts and adjust values in the Inspector to create fun and dangerous platforms.

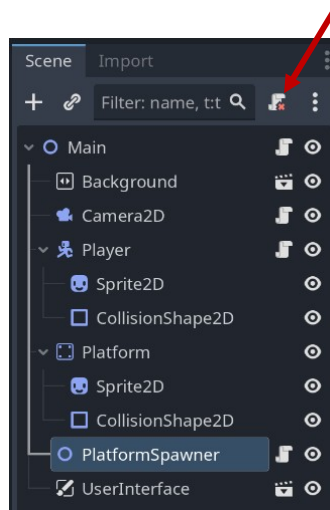


Red Platforms: The red platforms are **disappearing platforms**. Once DoodleHead has collided with a red platform, it will disappear.

Purple Platforms: The purple platforms are **inverted platforms**. Once DoodleHead has collided with a purple platform, the direction buttons will swap and move DoodleHead the opposite direction until a new platform is reached. If the left direction button is pressed, DoodleHead will move right.

Orange Platforms: The orange platforms are **trampoline platforms**. Once DoodleHead has collided with an orange platform, it will receive a jump boost.

Tip: Use the *detach script* icon to easily remove a script from the selected node.



1 Remove **platform_spawner.gd** from the **PlatformSpawner** node, then attach the replacement script (**PY_spawner.gd**).

- After replacing the script, the node references in the **Inspector** for **PlatformSpawner** have been reset. How can this be fixed?
- **Hint:** To reference the three new platform scenes, try using **Quick Load**.
- Observe the new script and try to figure out how it works!

2 Remove **player.gd** from the **Player** node, then attach the replacement script (**PY_player.gd**).

- Are there any node references that need to be set in the **Inspector** for **Player**?
- Playtest the project - how do the controls feel?
- Customize the values **X Velocity**, **Y Velocity**, **Gravity**, and **Trampoline Boost** in the **Inspector** for **Player** to refine the controls.
- Observe the new script and try to figure out how it works!

Extra Challenge!



Try changing the chances for each type of platform to spawn!

- In **PY_spawner.gd**, find the lines of code that define the chances for each type of platform. Then, customize them!

Congratulations on completing **BB Activity 04: Sketch Head** and **Prove Yourself: Trick Head** in Godot - **You Rock!** You are now ready to save this project and submit it.

Continue your exploration with Godot by opening the **BB Activity 05: Don't Touch the Cubes** Ninja Guide.