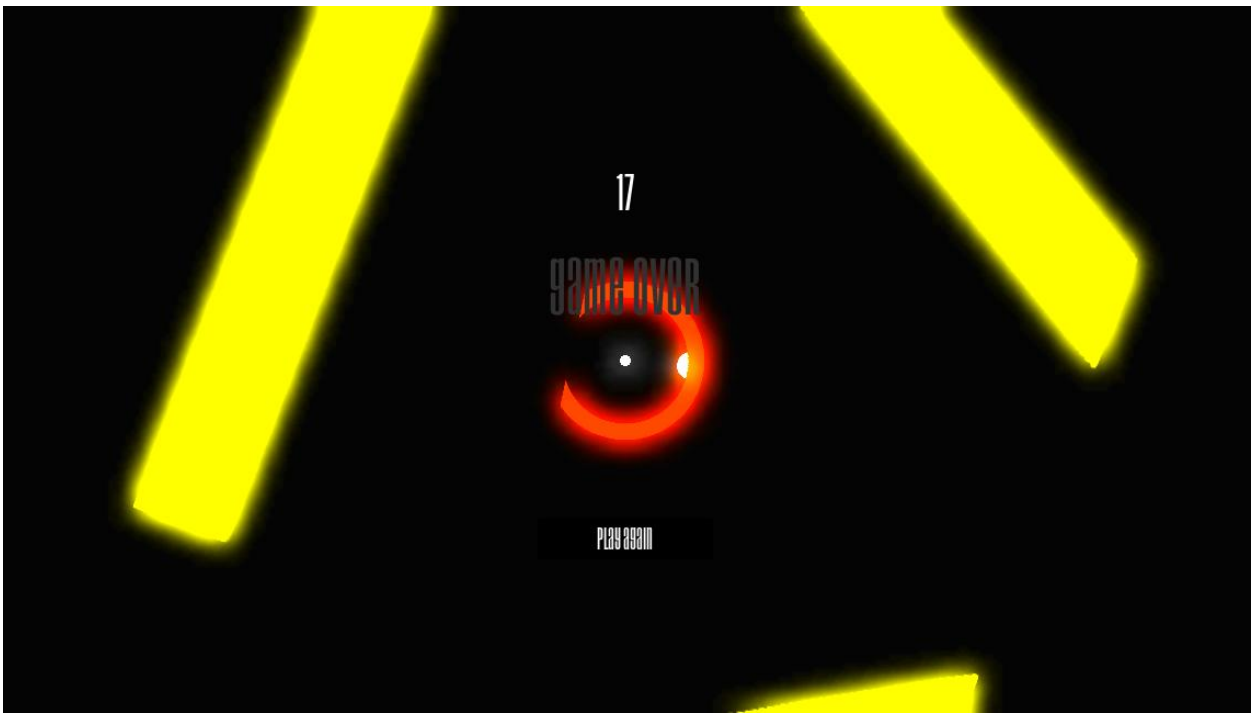
CODE NINJAS®

Activity 06 Prove Yourself: Super Duper Shapes

Prove Yourself: Super Duper Shapes

For this Prove Yourself, you will make two new shapes, add a center point, and adjust the difficulty of the game. As you work, take time to look around the Godot editor and don't be afraid to experiment!



1 Using the two **Circle.png** and **Square.png** images found in **FileSystem > Assets > PYSprites**, explore how to **add two new shapes** to the game! Refer to the **Ninja Guide** for help, and consider the following questions:

What nodes belong in each shape's new scene?
- *Set the scenes' **Sprite2Ds** scales to 0.4 so the game plays well.*
- *Do the collision polygons have to be **100% perfectly accurate?***

*What **scripts** may need to be attached?*

*Are there any other nodes that **need to know** about the new shapes?*
- *Do the new shape scenes need to be added to an array to work?*

*Remember to save the game by pressing **CTRL + S.***

2 **After the new shapes are added** and working in the game, notice how it might be hard to tell what the player is rotating around. Try to add **a dot** in the middle of the screen that **stays there to help the player see** what's going on.

*In the **player.tscn** scene, add a new **Sprite2D** as a child to the root.*
- ***Player.png** is a good **Texture** to use; it's just a white dot.*

*Try placing it at the scene's **local origin** and set its scale to **0.1!***

3 Time to **turn up the difficulty!** There are two properties that make the game easier or harder: **Spawn Time** and **Shrink Speed**. Try to remember what scripts these properties are attached to or refer to the **Ninja Guide** for help.

*Try to lower the **Spawn Time** to **1.0 – 2.0 seconds**. Any less than 1.0 seconds may make the game **impossible** to play.*

*The **Shrink Speed** of all the shapes can be set to the same value by updating the default value of **3.0** of the export variable in **shape.gd.***
- *Try setting the **Shrink Speed** anywhere between **4.0 – 7.0!***

Extra Challenge!

Try setting the **Shrink Speed** of each shape to be different. Cause some chaos!!!

- *The Shrink Speed of each shape can be set individually in the Inspector inside of its own scene so that each one has a different value.*

Congratulations on completing **BB Activity 06: SuperShapes** and **Prove Yourself: Super Duper Shapes** 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 07: PolyRun** Ninja Guide.