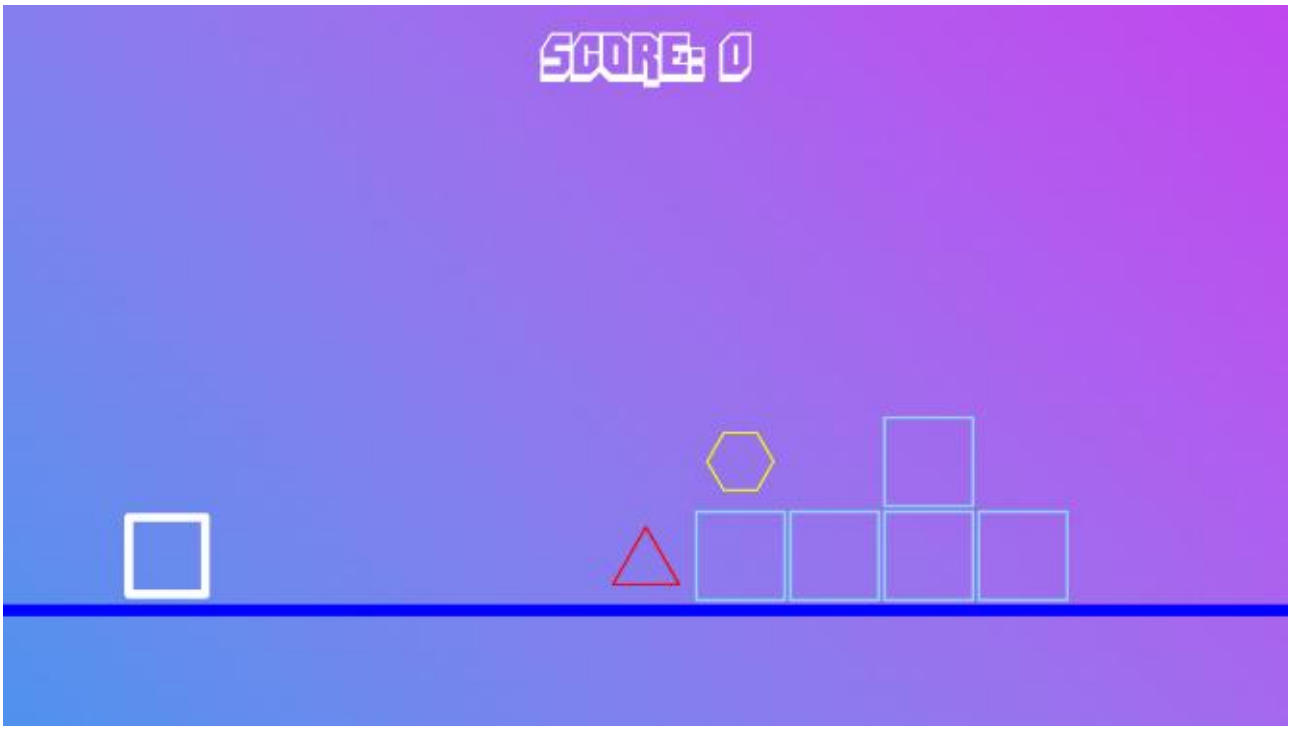
CODE NINJAS®

Activity 07 Prove Yourself: PolyRun V2

Activity 07 – PolyRun V2

For this Prove Yourself, PolyRun becomes PolyRun V2 as the player and game speeds up with each collectible collected. Use your understanding of **Globals** and **Signals** alongside the given starter code to add this connection!



Open the **PolyRun** project and playtest the game. What do you notice?

The game speed stays the same no matter how much is collected. Explore how to use **signals** to update the player's speed as it's moving towards the game objects, giving it less time to react as the game goes on.

1. In **FileSystem**, open the **globals.gd** script**.** Which function emits a **signal**?
2. Open the **player.gd** script. Notice the code to set up `check_speed_up`.

3

In this Prove Yourself, explore how connecting `check_speed_up` to `Globals` affects the speed of the game with each collectible gathered! Refer to the **Ninja Guide** for help, and consider the following questions:

- `Globals.score_updated.connect(check_speed_up)` *uses a signal. Which object is emitting the* `score_updated` *signal?*
- *The* `check_speed_up` *function is triggered when a signal is emitted. What argument must the signal provide for* `check_speed_up(score: int)` *to function correctly?*
- *In this design,* `Globals` *acts as a global script. What must be done in Godot's project settings to ensure Globals is accessible from any script?*
- *In the* `check_speed_up` *function,* `floor(score / 2)` *is used. What effect does this calculation have on the* `speed_modifier` *value as score increases?*
- *Remember to save the game by pressing* ***CTRL + S.***

Extra Challenge!

Try to add your own obstacles!

Review the **Steps 17-23** of the Ninja guide.

Congratulations on completing **BB Activity 07: PolyRun** and **Prove Yourself: PolyRun V2** 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 08: Dropping Bombs Pt. 2** Ninja Guide.