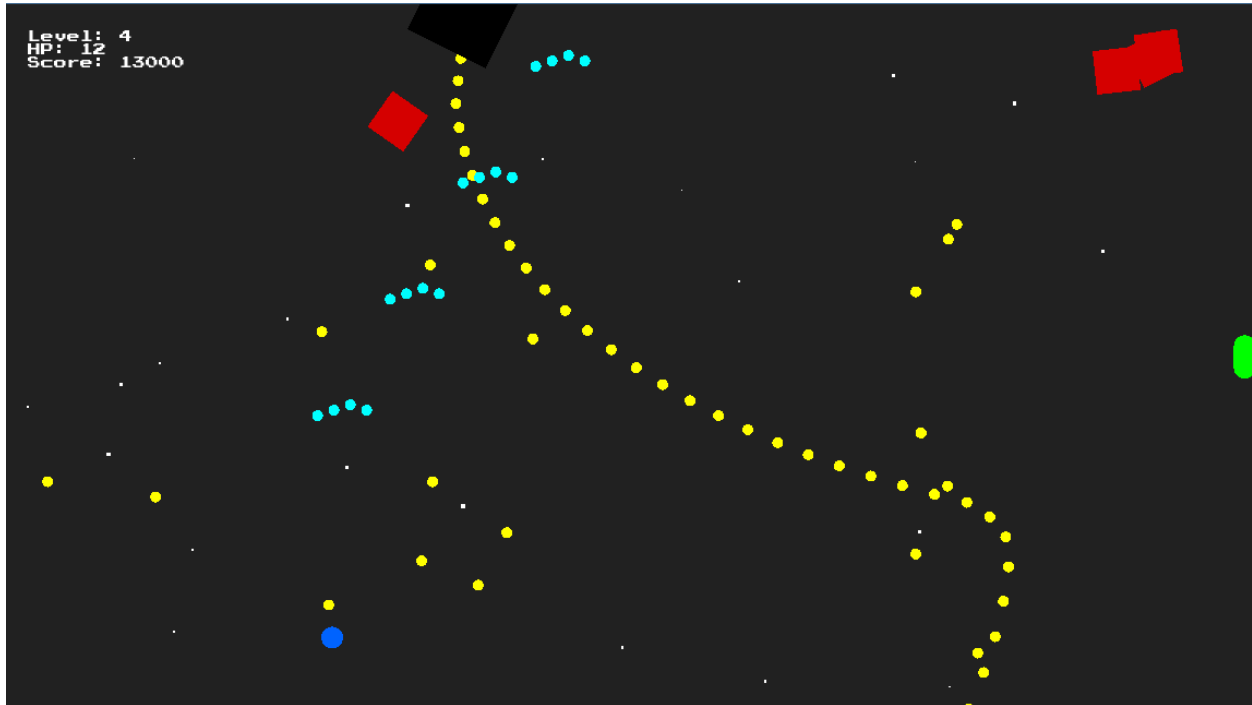




# **Activity 03 Prove Yourself: Boss Jam**

# PROVE YOURSELF: BOSS JAM

For this Prove Yourself, Shape Jam becomes Boss Jam as giant powerful enemies have a chance to spawn in instead of normal enemies!



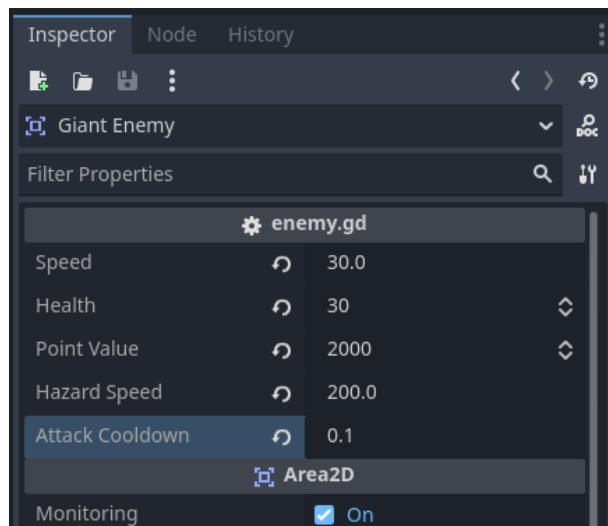
Open the **Shape Jam** project. Explore how to do the following:

**1** In **FileSystem**, navigate to **res:// > Scripts > enemy\_spawner.gd**. Create two new functions, `_spawn_normal_enemy()` and `_spawn_giant_enemy()` and call them based on a percent chance under **TODO 2**.

- Cut the previous code under **TODO 2** and paste it inside the `_spawn_normal_enemy()` function.
- Check the `@onready` variables in the script. Is there a variable that contains the giant enemy scene so it can be instantiated?
- The code in the `_spawn_giant_enemy()` function should be nearly the same as in `_spawn_normal_enemy()`.
- Under **TODO 2**, write an if statement that calls the `_spawn_giant_enemy()` function if `randf()` is less than a certain decimal value (this decimal is the percentage chance to spawn a giant enemy).
- Otherwise, call `_spawn_normal_enemy()`

**2** Navigate to **res:// > Scenes > Objects > giant\_enemy.tscn**. In **Scene**, select **Giant Enemy** to open the **Inspector**. Update the export variables so the Giant Enemies are powerful!

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



**3** Playtest the project! Tweak the Giant Enemy's parameters to the desired difficulty.



### Extra Challenge!

Can you figure out why the hazards spawn "on top" of the enemies instead of "behind" them? How can this be fixed in `enemy.gd` when the hazards are spawned? *Hint: It has to do with `z_index`.*

Congratulations on completing **SB Activity 03: Shape Jam** and **Prove Yourself: Boss Jam** in Godot – **You Rock!** You are now ready to save this project and submit it.

Continue your exploration with Godot by opening the **SB Activity 04: Jungle Escape** Ninja Guide.