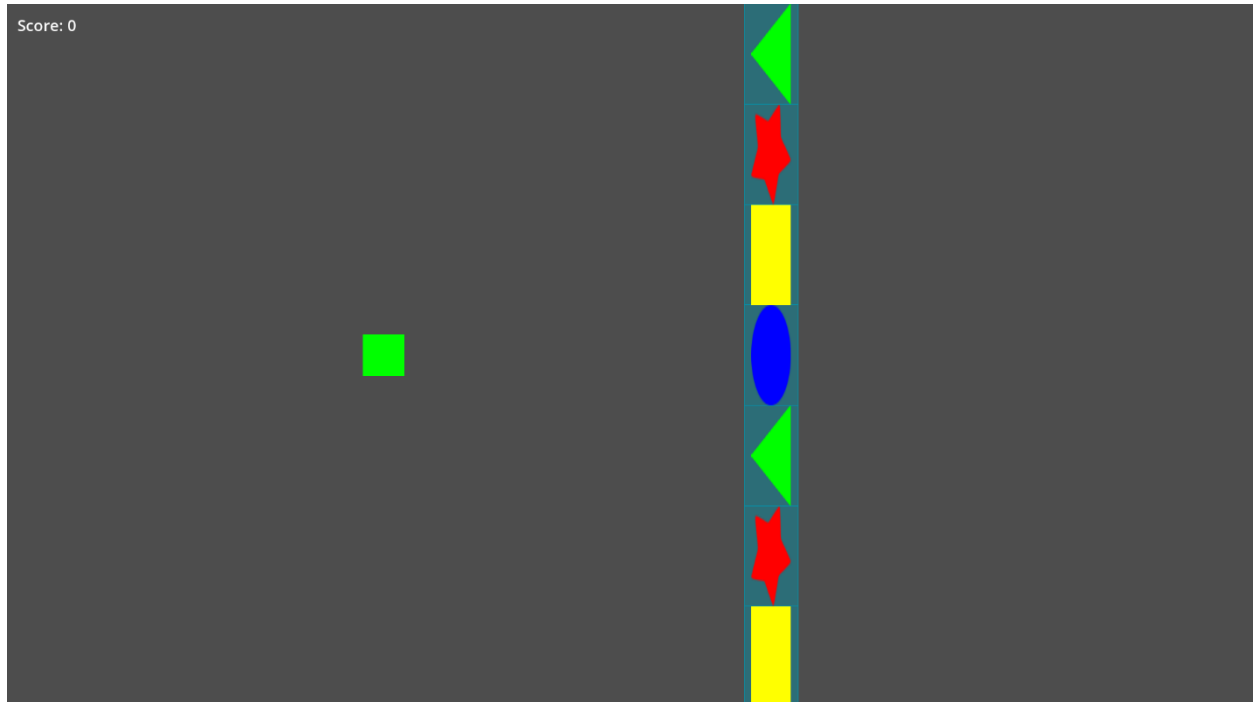




Activity 08 Prove Yourself: Colorful World

PROVE YOURSELF: COLORFUL WORLD

For this Prove Yourself, Colorful World needs more colors and shapes to increase the challenge of the game. Use your understanding of **Arrays** and **Node Properties** to create additional **Obstacle** colors and shapes.



Open the **World of Color** project. Explore how to do the following:

- 1** Add Colors to the Color Array
 - *How can the **Colors array** size be increased to add more colors?*
 - *What other **Colors array** needs to be changed to some different colors appear?*
- 2** Add Shapes to the Shape Array
 - *What else needs to be added so that the new **Shapes** can appear?*
 - *How can the **scale** be changed on the **star**?*
- 3** Explore the **game_manager.gd** script and adjust the **speed** and **score** variables to customize the game.

Congratulations on completing **SB Activity 08: World of Color** and **Prove Yourself: Colorful World** 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 09: Amazing Ninja Worlds Pt 1** Ninja Guide.