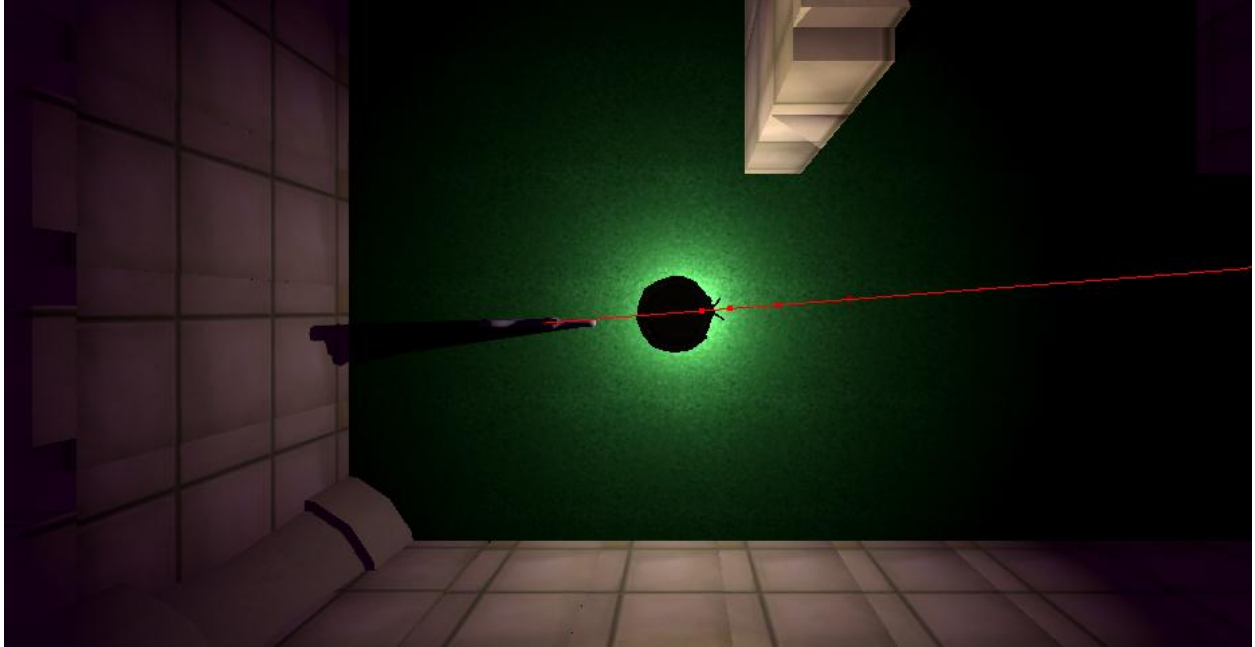




Activity 11 Prove Yourself: Key to the Exit

PROVE YOURSELF: KEY TO THE EXIT

For this Prove Yourself, practice using a key-door pair. Add a key to the maze then program Codey to find and pick up the key before heading to the exit!



- 1 Add the **key.tscn** scene as a child of Main. In the 3D workspace, place the key in a corner of the map.
- 2 In the **player_controls.gd** script under TODO 1, create a variable to access the Key node and assign the variable to Key in the Inspector.
- 3 Have the agent navigate to the key first.
 - *What function was setting the agent's target?*
 - *What should be changed to target the key instead?*
- 4 In the **Inspector**, enable **Contact Monitoring** and change the **Max Contacts Reported**.
 - *Why is this step important for collision detection?*
 - *How was this set up in previous projects?*
- 5 Create an **_on_body_entered()** function. Check if the collided body is in the **Key** group. If so, then delete the body, and set the agent's target to the **finish**.
 - *How did you check for groups before?*
 - *How can you update the target position of the agent?*
 - *What else should be done for this function to work? (HINT: signals!)*

Congratulations on completing **SB Activity 11: Labyrinth** and **Prove Yourself: Key to the Exit** in Godot – you rock!

Continue your exploration with Godot by opening the **SB Activity 12: Amazing Ninja Worlds Part 2** Ninja Guide.