



Activity 14 Prove Yourself: Descriptive Deluxe

PROVE YOURSELF: DESCRIPTIVE DELUXE

For this Prove Yourself, Scavenger Hunt Deluxe becomes Descriptive Deluxe as Jack learns how to prompt the player for the desired item with extra flair!



Open the **Scavenger Hunt Deluxe** project. Explore how to do the following:

- 1 Open the **jack.gd** script attached to **Jack** and navigate to **TODO 2 + PY**. Inside **select_random_item()**, comment out the **write_dialogue()** function call and create a new **flavor_text** variable of type **String**.

In games, flavor text refers to any text is added purely for fun, and doesn't communicate gameplay and rules directly.

- 2 Based on the class-level **desired_item_id** variable, use a different flavor text to explain why Jack is asking the player to retrieve that specific item.

*Use a match-statement to match **desired_item_id** to all possible values. The possible values are "film", "balloons", "life preserver", "bullseye", "bubble pipe", "key", "fish", "birdhouse", "red airhorn", "magic hat". For example, when **desired_item_id** matches "film", **flavor_text** should be set to "It's movie night!"*

3 After the `match`-statement, call `write_dialogue()` with its parameter being `flavor_text + " Can you help me find my " + desired_item_id + "?"`.

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

4 Sometimes, the text will be too long for the dialogue box to properly display. To fix this, select **DialogueText** in the **Scene** panel. Then, in the **Inspector**, set **Autowrap Mode** to **Word**.

*A node configuration warning will appear in **Scene** – don't worry! To fix this, navigate in the **Inspector** to **Control > Layout > Custom Minimum Size** and set `x` to a small positive value, like **100px**.*

5 Playtest the project! Tweak the flavor texts as needed.

Extra Challenge!

Can you figure out how the items spawn across the map?



- Try to find out which script handles the item spawning!

Next, try answering the question: Why do some spawn points not spawn anything during certain playtests, but do spawn something during others?

- *Hint: it has something to do with the total number of items and the total number of spawn points.*

Congratulations on completing **SB Activity 14: Scavenger Hunt Deluxe** and **Prove Yourself: Descriptive Deluxe** 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 15: Amazing Ninja Worlds Pt. 3** Ninja Guide.