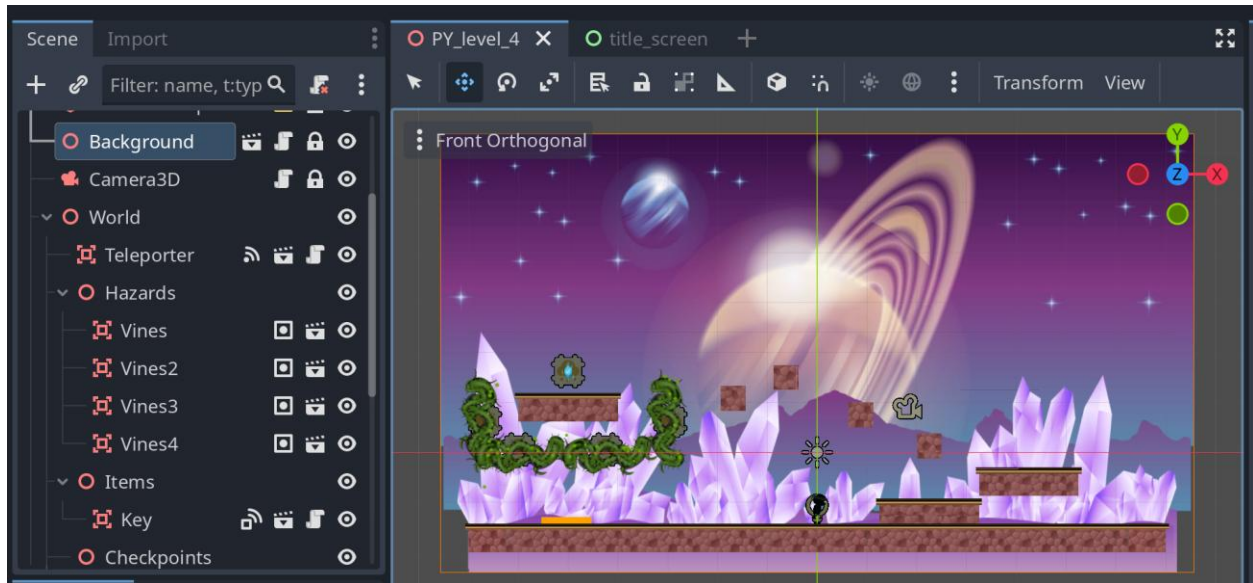




# **Activity 15 Prove Yourself: Amazing Ninja Universe**

# PROVE YOURSELF: AMAZING NINJA UNIVERSE

For this Prove Yourself, design a final level in the Ninjaverse for Codey to travel through using the level selection menu. When designing the level, set up checkpoints, spawn keys and update the game UI as needed.



- 1 In the **Levels** folder, open the **PY\_level\_4.tscn** scene.
- 2 Create your own level using the objects available in the **Scenes > Objects** folder. Each object type should be organized into its appropriate parent node.
  - **Vines** are children to **Hazards**
  - **Keys** are children to **Items**
  - **Checkpoints** are children to **Checkpoints**
  - **AirPlatforms** are children to **Platforms**
  - **GroundPlatforms** are children to **Ground**
- 3 Add objects such as **vines**, **keys** and **checkpoints** to the level and provide Codey with a start position. Codey's start position in the level can be adjusted in the 3D workspace using Move Mode.

Make sure the level is challenging, but fun and playable, and check that the checkpoints and keys are working as expected.

**Note:** Do not use any additional background.tscn or player.tscn scenes when designing the level.

- 4 Add in a **Teleporter** and set **Next Level** to the **title\_screen.tscn** scene.



- 5 Extend the Ninjaverse by setting the **Next Level** in **Level 3** to the **PY\_level\_4.tscn**

6

Add a **Level 4 button** to `title_screen.tscn`. Consider the following:

- Does the size of the **HBoxContainer** need to be adjusted to account for the fourth button?
- There is no `world4.png` icon for **LevelButton4** so one of the previously used icon images will need to be reused.
- What other properties for **LevelButton4** need to be updated?



Congratulations on completing **SB Activity 15: Amazing Ninja Worlds Part 3** and **Prove Yourself: Amazing Ninja Universe** 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 16: Food Frenzy Part 2** Ninja Guide.