



Silver Belt Ninja Guide
Activity 02 Prove Yourself:
Find the Exit

Prove Yourself

Get Started

- Look in your **Projects** tab under the **Prove Yourself** folder and double-click the scene named PY to open it.
- All the assets are ready, you just need to create the player movement script. Be careful though - if Codey hits a wall, he gets sent back to start!

Task

In this Prove Yourself, Find the Exit becomes Reach the Exit as you challenge your understanding of `Rigidbody` and `Input.GetAxisRaw()` or `Input.GetAxis()` to create a different type of player movement. Use your knowledge of how these functions work separately and then together to create a player movement in which Codey constantly moves forward and the user can only move him left and right.

