CODE NINJAS®

Silver Belt Ninja Guide
Activity 04 Prove Yourself: Jungle Escape

Prove Yourself

Get Started

- Look in your Projects tab under the PY folder. Double-click on the **Jungle Escape PY** scene.
- Make sure the Game Resolution is 16:9.

Task

In Jungle Escape, it was up to you to test the platforms and find your way. Now, you can create a guide using a raycast to log if the next platform is safe. If the ray hits a platform with no collider, it should give a warning telling you to avoid that platform!

In the **Project** tab under the **PY** folder, open the **DetectFalsePlatforms** script. First, create a bool called *hit* and set it equal to your `Physics.Raycast()`. The ray's origin needs to be Codey's position and it should face in the direction `transform.forward`. Transform.forward is like `Vector3.forward`, except that it updates to face the direction Codey is facing. The distance needs to be such that it is long enough to reach the next platform, but not too long where it is detecting platforms further away.

You can use `Debug.DrawRay()` to help find the right distance. We placed all the platforms with no colliders on layer 8, so make sure to include the layer parameter `1 << 8.` Alternatively, create a public variable of type LayerMask, and set it to only be layer 8 in the inspector. Once the raycast is made, have it `Debug.LogWarning("Be careful!")` if it is true, else `Debug.Log("All clear!")`.