



Silver Belt Ninja Guide
Activity 05 Prove Yourself:
Ninja Run

Prove Yourself

Get Started

- Look in your Projects tab under the PY folder. Double-click on the **FindTheExitPY** scene in the **Scenes** folder.

Task

In a twist of events, the exit in Find the Exit is now blocked by a door! For this Prove Yourself, you need to set up a coin pickup item that the player must collect to destroy the door and escape. The coin is already in the scene. Use your knowledge of triggers, tags, and the `Destroy()` function to have the coin and door destroyed whenever the player touches the coin.

