



Silver Belt Ninja Guide
Activity 08 Prove Yourself:
Shape Jam

Prove Yourself

Task

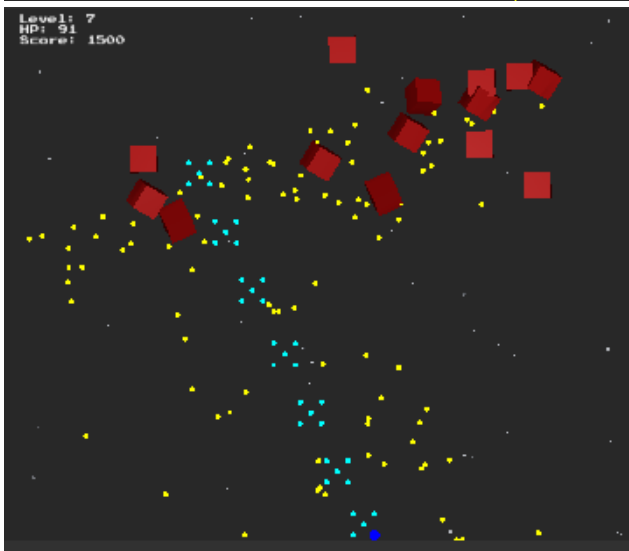
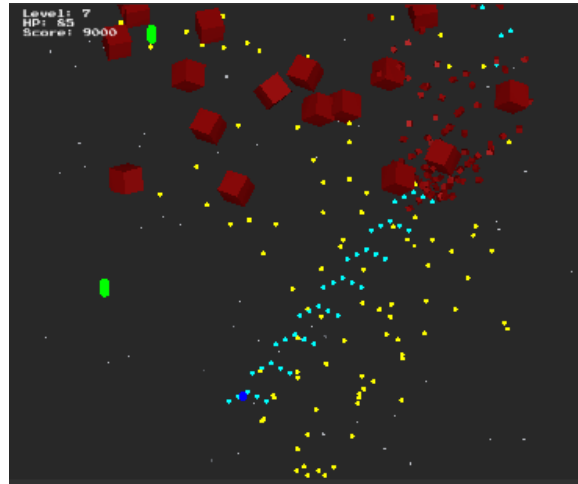
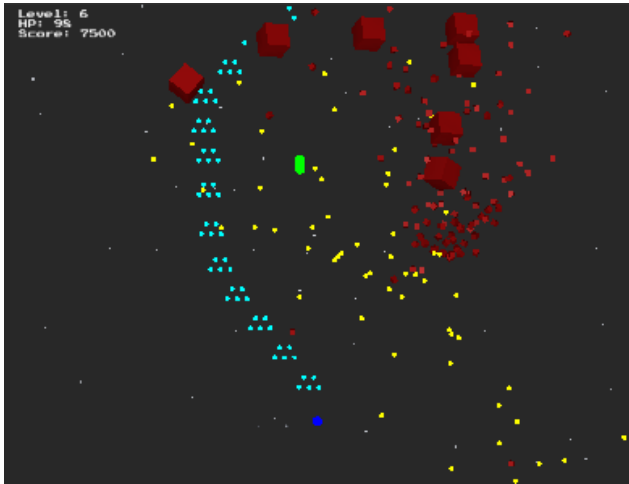
Using similar logic for giving the player more projectiles at level 3, create a new `if` statement that checks to see if the player is at level 5 or above.

Inside the `if` statement, instantiate at least two more projectiles.

Create two more offset `Vector3` variables to give these two new projectiles different positions than the other three.

How many cool patterns can you create?

Check out these examples of patterns:



The player gets upgrades for leveling up, but the enemies never get any tougher.

In the **EnemyEmitterController** script, add a new `public` game object variable. Come up with a name and assign it the **GiantEnemy** Asset in the **Inspector** by clicking on the little circle to open the **Game Object** selector.

In the `Update` function create your very own conditional statement that will determine when this new **GiantEnemy** will spawn. You can place this inside or after the `for` loop.

```

/*****\
|**** Add your code below ****|
\*****/

for (int i = 0; i < playerController.currentLevel; i++)
{
    float randomX = Random.Range(-6.0f, 6.0f);
    Vector3 enemyPosition = new Vector3(randomX, 6, 0);
    transform.position = enemyPosition;
    Instantiate(Enemy, transform.position, transform.rotation);

    if ()
    {
    }
}

```

Inside for loop

```

/*****\
|**** Add your code above ****|
\*****/

```

```

/*****\
|**** Add your code below ****|
\*****/

for (int i = 0; i < playerController.currentLevel; i++)
{
    float randomX = Random.Range(-6.0f, 6.0f);
    Vector3 enemyPosition = new Vector3(randomX, 6, 0);
    transform.position = enemyPosition;
    Instantiate(Enemy, transform.position, transform.rotation);
}
if ()
{
}

```

After for loop

```

/*****\
|**** Add your code above ****|
\*****/

```

Use the other lines of code for inspiration, but make sure to **Instantiate** with your **variable**, a **position**, and a **location**. You can also use a **modulo** (%) operator. This operator gives the remainder of the number divided. For example, 5 % 2 would give a result of 1, since 5 / 2 has a remainder of 1. You can use modulo to spawn in a boss every couple of levels. For example, to spawn in a boss every three levels, it would look something like "level % 3 == 0", since level % 3 will be zero with no remainder at level 3, level 6, level 9, and so on.