



Silver Belt Ninja Guide
Activity 09 Prove Yourself:
Labyrinth

Prove Yourself

Task

- Can you figure out which properties to edit in the Player's NavMeshAgent component to solve the maze in less than 30 seconds?
Hint: the properties you need are contained within the Steering section.
- Create any new 3D game object and apply the item pickup code that you learned in earlier activities to this new object. This is set as the NavMeshAgent's first destination. After it is grabbed, it's removed using the `Destroy()` function and then a second destination is set - the original exit.
- Try opening up the PY screene in the folder labeled **PY**. Use your knowledge of NavMesh to help Codey Automatically get to the exit. You must set up the NavMesh surfaces, the Agent, and you can re-use the script from earlier, but you just have to set a new destination.

