



**Silver Belt Ninja Guide**  
**Activity 10 Prove Yourself:**  
**CyberFu Part 2**

# Prove Yourself

## Task

For this **Prove Yourself**, you must change the initial **value** of the player's **health** and the enemy's **damage**. You need to make sure that your **UI** reflects the changes that you make. You might need to move or change the **HitPoints** object located in the **Canvas** object.