



**Silver Belt Ninja Guide**  
**Activity 11 Prove Yourself:**  
**Amazing Ninja Worlds Part 1**

# Prove Yourself

## Get Started

- Create a heal function on LifeHUD.
- Add a reference to the healthbar on gem script (pickupkey)
- In PickupKey, add `HealthBar.GetComponent<LifeHUD>().HealPlayer();` to `OnTriggerEnter`

```
public void HealPlayer()
{
    Debug.Log("Yay!");
    if (lives < 3)
    {
        hearts[lives].SetActive(true);
        lives += 1;
    }
}
```

Many games give the player an opportunity to heal themselves. In this game, the Ninja must collect gems around the world to unlock the secret teleporter to the next level. What if picking up a gem gave the Ninja back a missing heart?

## Task

In this Prove Yourself Activity, you must

1. Create a HealPlayer function in the LifeHUD script that activates a heart and adds a life if the Ninja is not at full health already.
2. Find the script that runs code when the Ninja touches a gem
3. Add the HealthBar game object to the script from step 2
4. Call the HealPlayer function when the Ninja collides with the gem

As you complete this challenge, ask yourself at each step "Have I done something like this in this game already?"

**Step 1** is just like creating the HurtPlayer function in reverse.

**Step 2** is just like finding the script on the vines.

**Step 3** is just like adding the HealthBar object to the Hazard script.

**Step 4** is just like calling the HurtPlayer function in the Hazard script's OnTriggerEnter function.

If you are getting stuck on the HealPlayer function, remember that it needs to do the opposite of the HurtPlayer function. Instead of subtracting a life, setting the heart to be inactive, and checking if there are no lives, the HealPlayer function should check if the player is missing a life, set the heart to be active, and add a life.

For an extra challenge, let the Ninja gain more than 3 lives. What do you need to do in the code to let this happen? Do you need to add more heart game objects? What impact does this have on the HealthBar UI in the game? Does our existing HealthBar UI support more than 3 hearts? What solutions can you come up with?