



Silver Belt Ninja Guide
Activity 12 Prove Yourself:
World of Color

Prove Yourself

Get Started

- If not already open, open your Unity Project YOUR INITIALS – World of Color.
- Continue working in the Colors scene. All the assets you need are in the **Project** window under the **ProveYourself** folder.

Task

Add the **trail particle system** to the player, so it plays when the player is alive and disappears at player death. Next, create a new scene called **Game Over** and place the **GameOverScreen** prefab in the scene. Instead of level reset, have the game wait briefly before switching to the Game Over scene at player death.

