



Silver Belt Ninja Guide
Activity 14 Prove Yourself:
Amazing Ninja Worlds Part 3

Prove Yourself

Get Started

- Continue using the Unity project file used for the lesson.

Task

Build a new world! After setting up the levels and the menu, all the assets have been included for you to make an adventure on a third planet.

Some things to look out for when building this level:

1. Make sure all the platforms are in the same position on Z. Toggle between 2D and 3D to double check if any platforms don't line up.
2. The actual size of the level is determined by the GameScene quad in the Background Layers Game Object. If you want to make a larger level, make sure to resize the GameScene quad to contain everything.
3. There are two objects, Edge and Edge (1) that keep the player from walking off the sides of the level. Locate these and move them if you change the size of the GameScene quad.
4. You can always use ctrl-D to duplicate a scene. This is an easy way to create a mini-level (like Level1_A) or to revisit an old level with new parameters (like Level1_B).
5. Don't feel that you have to stop at 3 levels. Add as many levels as you like!

