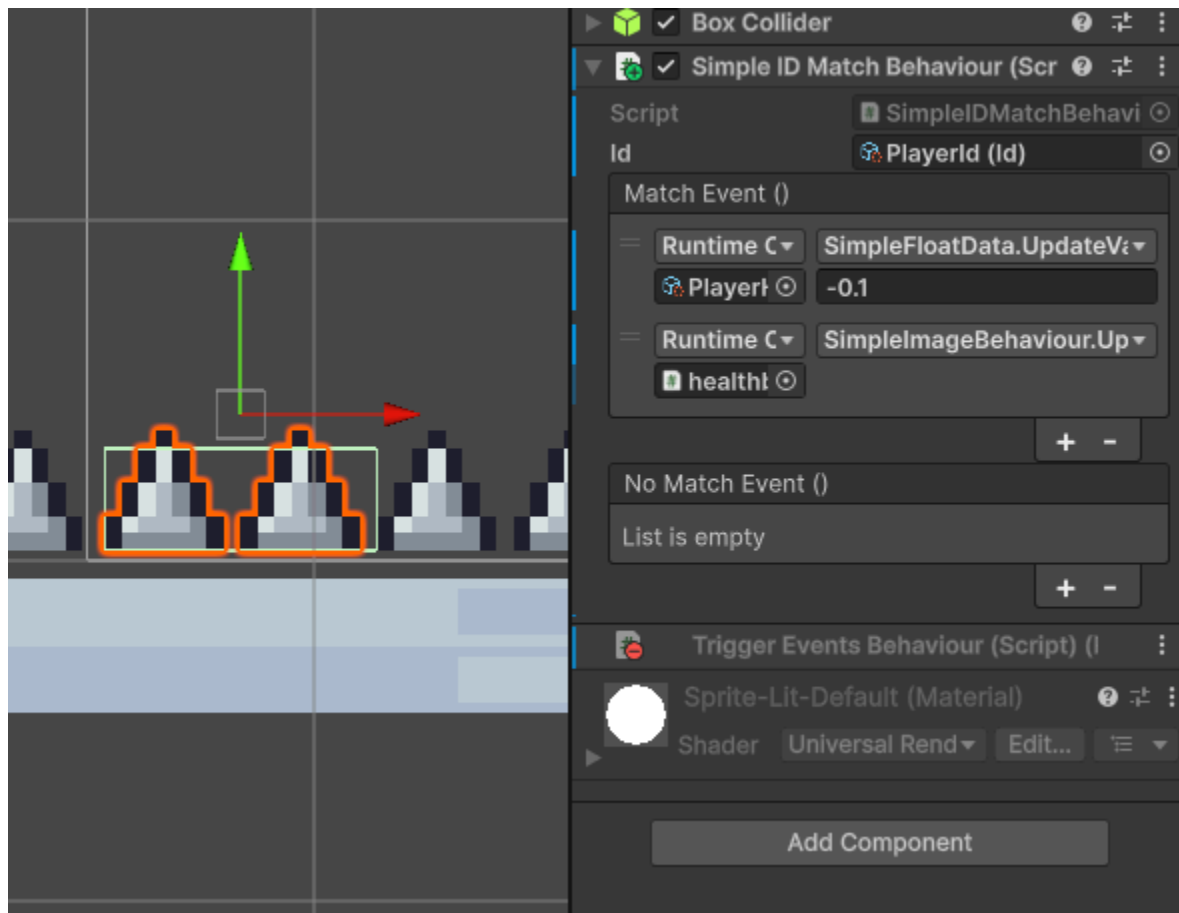
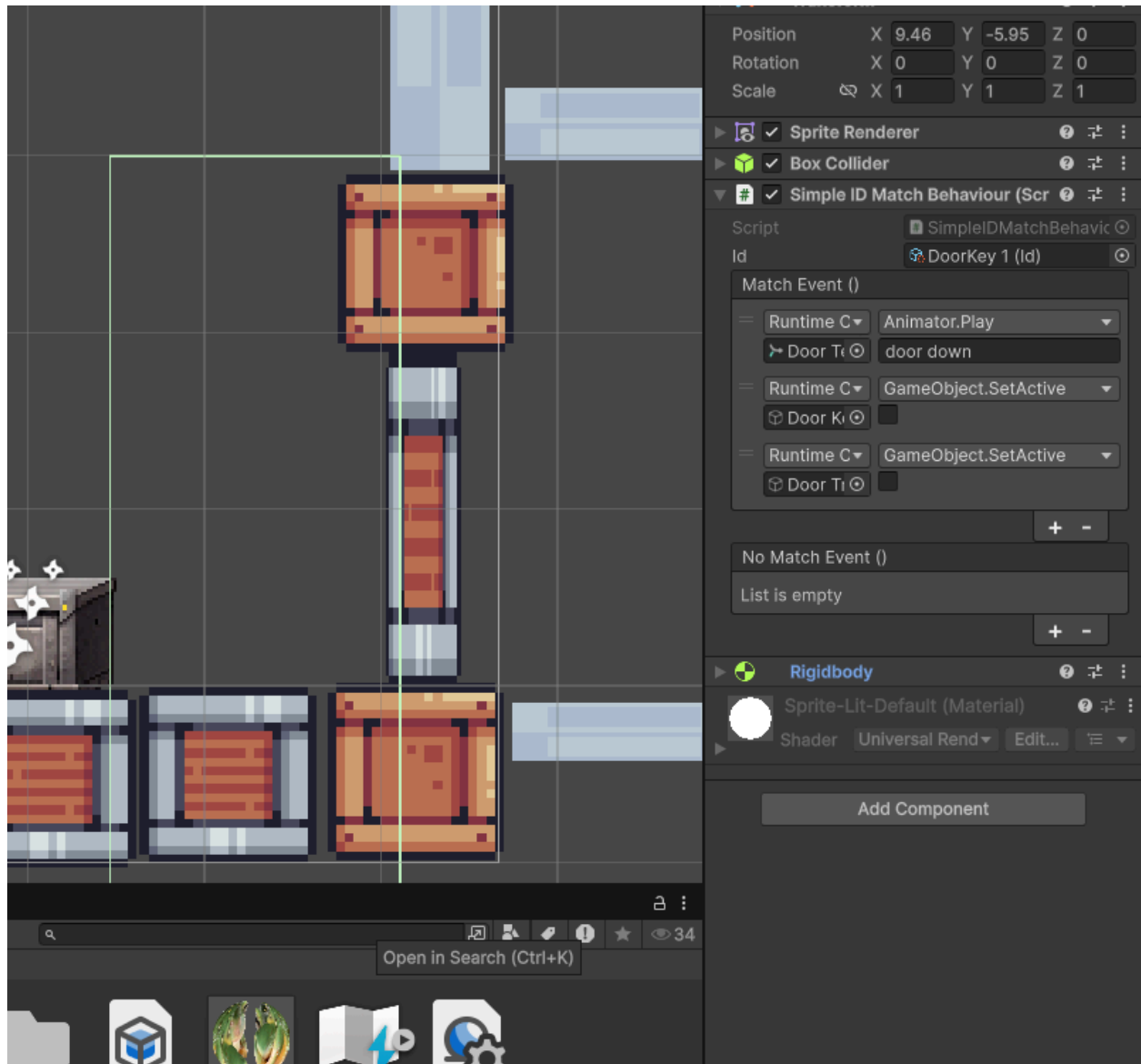


At first I used the spikes to float and update the players health value. This updated the players health, but not the UI, so to fix this the same contact update also pushes an update to the healthbar UI using the current value of the players health. Player health is currently un-capped allowing it to go above 1 and below 0, but can be fixed later. The watermelon I chose to heal the player simply does the same thing, but in the positive direction. The spikes were however damaging the player every collision, so I changed it to have an ID check, so it only damages the player if the player touches them, so it ignores the other collisions. I also made a new key that spawns after the first chest is opened. A large frog runs from the chest when its opened, so the player follows them back and takes a key from them, and brings it back to the right side again to open a door. That's my second ID check. I also decided to make the health bar a radial health bar.



Spikes checking for the player



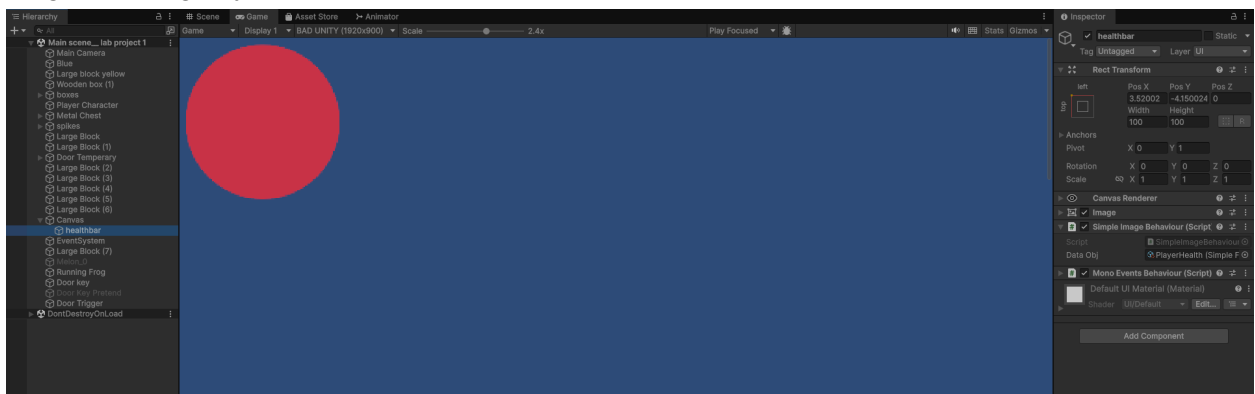
Door checking for its specific key



Large frog running away



Frog spawning key.



Radial health bar

Github URL: <https://github.com/Squishitron/Essentials>