

Final Ninja Challenge



Challenge By:
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You look around and see that this dojo entrance is decorated in black. It is unlike any of the colorful dojos that you have journeyed through in the past.



As if appearing from nowhere, a ninja flips and lands before you. He stares at you for a long moment before speaking.



Ninja:

“You’ve come a long way ninja. That door behind me is the entrance to the final dojo.”



Ninja:
“Only those who have proven
themselves truly worthy are allowed to
enter the sacred door.”



Ninja:

“I am the protector of this door and
challenge all who wish to enter.”



Ninja:
“Are you here to challenge me?”



You nod your head and stand your ground, unphased by his attempts of intimidation.



Ninja:
“Very well. Let’s begin.”



THE FINAL CHALLENGE

To enter the sacred door, you must remake my game in the Unity game engine. I will let you play my game as much as you want so you can study it, but I will not let you see my project or my code.

I will provide a Unity Package file that contains the assets for the game. You must use the contents of the package, your coding skills, and your knowledge of the Unity game engine to create a remake.

Are you ready?

Read all pages before you begin!

STEP 1: THE GAME

I challenge you to remake my game

CAT & MOUSE

Click the link below to play Cat & Mouse. Remember to study the game as you play and learn everything you can about it.

<https://the-t-v1rus.github.io/NinjaChallenges/Build/index>

STEP 2: SET UP YOUR PROJECT

Now that you've seen and played the game that you need to remake, it's time to prepare your project.

Create a new 3D game project in Unity called "Cat & Mouse Remake", then use the link below to download my Unity package and import it into the project.

<https://the-t-v1rus.github.io/NinjaChallenges/UnityPackage/RedBeltChallenge.unitypackage>

STEP 3: MAKE A PLAN

Every project has a plan before it is started

Take a moment to:

- Look at what assets the package came with
- Write down the rules of the game
- Make a list of everything you will need
- Think through any complex code by writing pseudocode

STEP 4: CREATE THE REMAKE

You can now begin remaking my game. To pass this challenge you must prove that you can:

- Break down a game and understand how it works
- Understand different Unity component types and add them to gameobjects
- Create UI and functioning buttons using a Canvas
- Create C# scripts with custom functions and unity functions
- Access and alter components attached to a gameobject via a script
- Use animator controllers with parameters to switch between animations

Ninja:
“One last thing! You can totally use [learn.unity](https://learn.unity.com) and [Google](https://www.google.com) if you get stuck.
What would a ninja be without his weapons?”



Ninja:
“The sacred door awaits your entry.”



**“GOOD LUCK
NINJA!”**



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