

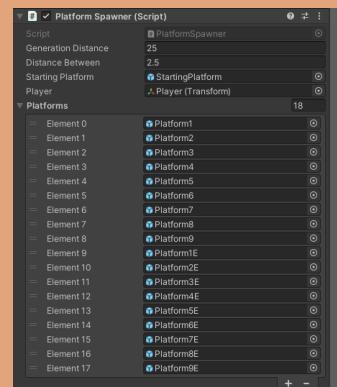
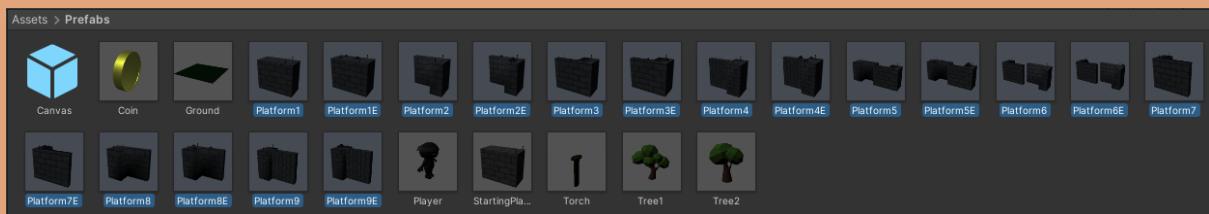
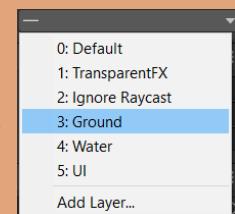
## Jungle Run (3) Danger in the Jungle!

Well done for completing Jungle Run last session ninja! Let's make our game more interesting with more types of platforms and creepy crawlies that we have to avoid!



Import the **ExtraPlatforms** package from **Jungle Run Part 3**

Select all of the platforms (Click the first one, hold shift and then click the last one) and change their Layer to **Ground**



Add all of our platforms to the **PlatformSpawner** script in the **Spawner** game object



**PLAY** your game, the **enemies** will **spawn** but our player can walk straight through them





Create a new script called '**Lives**', add it to our **Player** object and open it

► Player

We'll start off by creating a **private integer** to store our lives, and then create an **Accessor (Getter)** (like we did with our `_isGrounded` variable earlier) so we can **access** our lives from **other scripts**.

```
5  public class Lives : MonoBehaviour
6  {
7      private int _lives = 3;
8
9      public int GetLives()
10     {
11         return _lives;
12     }
13 }
```

## MUTATORS:

We also want to be able to change our lives' value, so we will create a **PUBLIC mutator function** which allows us to **CHANGE** our **PRIVATE variables**.

The common structure for this is:

```
public void SetAttribute(Type parameter)
{
    _privateAttribute = parameter;
}
```

```
14  public void SetLives(int lives)
15  {
16      _lives = lives;
17 }
```

Let's create a **Mutator (Setter)** which will allow us to **change** our **lives** value to the **argument** we pass into **SetLives** from **other scripts!**

Create an **OnCollisionEnter** method so that when we **collide** with an object that has an "**Enemy**" tag, we **lose a life**

```
19  private void OnCollisionEnter(Collision other)
20  {
21      if (other.gameObject.CompareTag("Enemy"))
22      {
23          _lives--;
24      }
25 }
```

```

24     if (_lives == 0)
25     {
26         GameManager.GameOver = true;
27     }
28     else
29     {
30         Destroy(other.gameObject);
31     }
32 }
33 }
```

If we run out of lives, then we will set **GameOver** to **true** as we have lost the game. Otherwise, we will **Destroy** the **enemy** we collided with so we don't collide with it again!



**SAVE** your script and head back to the editor. Then **PLAY** your game and check that the GameOver screen comes up after you collide with three enemies!

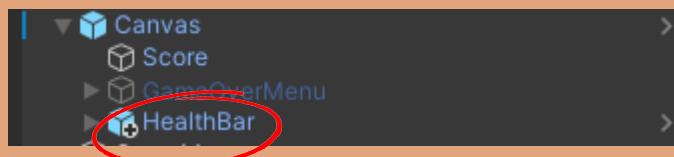


However, even though the GameOver screen has come up, our player continues moving and we can continue to play! Time to fix that and add a way to track how many lives we have left!

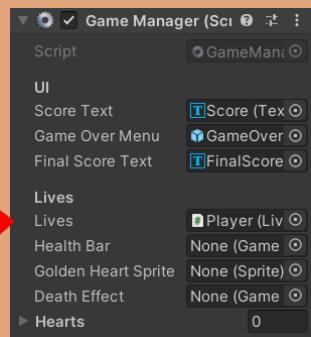


Import the **HealthAndGold** unity package from **Jungle Run Part 3**

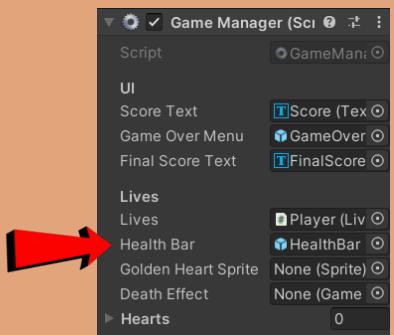
Add the **HealthBar** prefab to the canvas so it is a **CHILD** of it



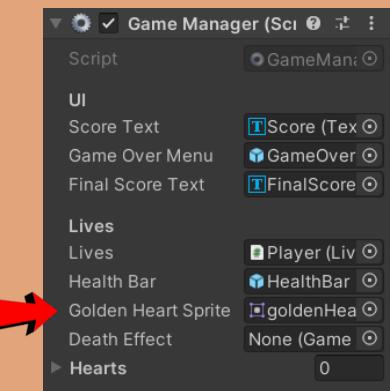
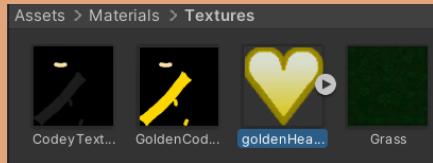
Select the **GameManager** in the hierarchy. There should be some new slots including a 'Lives' heading. Drag the **Player** object into the '**Lives**' slot



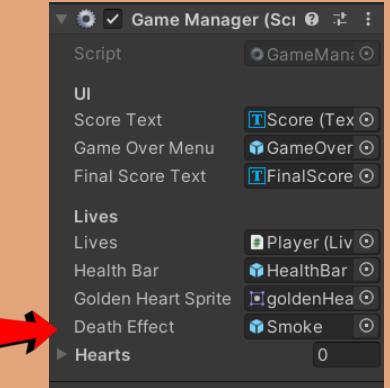
Drag the **HealthBar** into the '**Health Bar**' slot



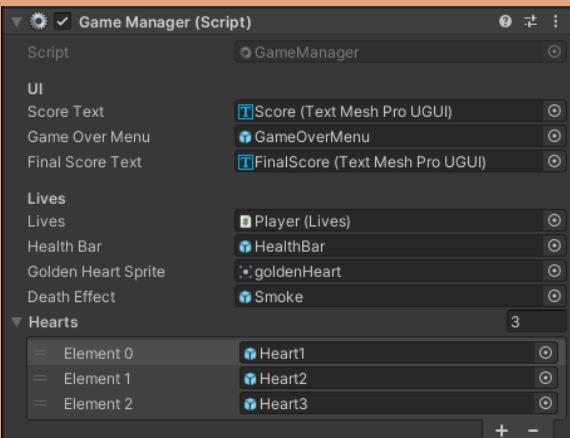
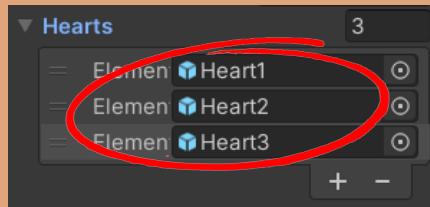
Navigate to **Materials** → **Textures** and drag the **goldenHeart** texture into the '**Golden Heart Sprite**' slot



Add the **Smoke PREFAB** to the '**Death Effect**' slot



Drag the **three Heart objects** that are **CHILDREN** of **HealthBar** and add these to the '**Hearts**' list slots



The final result should look like this!

**PLAY** your game - our **hearts** should now **update** correctly and when we die, we get a **smoke death effect**!



We now have an interesting but also hard playable game! Well done!

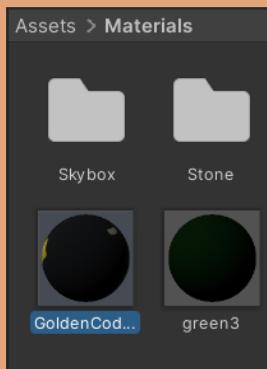
Let's add a powerup after our player has collected 10 coins in a row! It will give us a free hit!



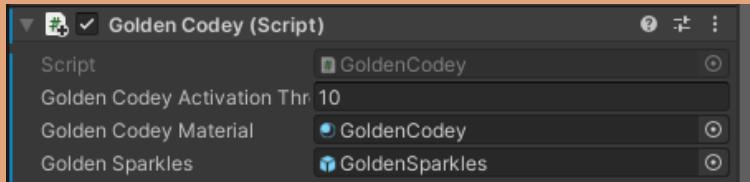
Add the **GoldenCodey** script to our Player object



Add the **GoldenCodey** material to the '**Golden Codey Material**' slot in the **GoldenCodey** script



Drag the **GoldenSparkles** prefab to be a **CHILD** of our **player**, and then drag this into the '**Golden Sparkles**' slot in the **GoldenCodey** script



**PLAY** your game! **Collect 10 coins** in a row without hitting an enemy and you should see the **effect activate**!

If you're finding it too hard, change the **Golden Codey Activation Threshold** to a smaller number!

**AWESOME JOB NINJA!! YOU FINISHED JUNGLE RUN!**

