# PowerUp and CountDown

## Overview:

The enemy chases the player around the island, but the player needs a better way to defend themselves... especially if we add more enemies. In this lesson, we’re going to create a powerup that gives the player a temporary strength boost, shoving away enemies that come into contact! The powerup will spawn in a random position on the island, and highlight the player with an indicator when it is picked up. The powerup indicator and the powerup itself will be represented by stylish game assets of your choice.

## Project Outcome:

A powerup will spawn in a random position on the map, eagerly awaiting the player. Once the player collides with this powerup, the powerup will disappear and the player will be highlighted by an indicator. The powerup will last for 5 seconds after pickup, granting the player super strength that blasts away enemies!

By the end of this lesson, you will be able to:

* Write informative debug messages with Concatenation and variables
* Repeat functions with the power of IEnumerator and Coroutines
* Use SetActive to make game objects appear and disappear from the scene

[Unity Video Series](https://learn.unity.com/tutorial/lesson-4-3-powerup-and-countdown?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96846edbc2a2bcde6d0fc)

[Written Instructions](https://drive.google.com/file/d/15gp8lZ4lOv9EIgWhflNXLNl6bjnhewRL/view?usp=sharing)