

Assignment 1: The Haunted Bridge

Objective: Practice navigating the Workspace hierarchy and using scripts to manipulate basic properties.

Your Mission: You are tasked with building a bridge to cross a dangerous gap, but there is a catch—some of the planks are haunted! A few seconds after the game starts, the haunted planks will disappear and lose their physical form, causing anyone standing on them to fall.

Step 1: Build the Bridge

1. Open your game and look at the Explorer window to see your Workspace hierarchy.
2. Create a bridge using multiple Part objects to act as the planks.
3. Make sure your planks are anchored!
4. Choose 2 or 3 specific planks to be your "haunted" planks.

Step 2: The Setup

1. In the Explorer, locate your chosen haunted planks.
2. Hover over the haunted plank in the Explorer, click the + icon, and add a Script to it.

Step 3: Scripting the Haunt

You already know how to change a part's properties (like **Transparency** and **Color**) using a script. However, if you change them right away, the planks will be invisible as soon as the game loads!

You need the script to wait a few seconds before changing the properties.

 **Helper Code: How to make a script wait**

To make your script pause before running the next line of code, you can use a built-in function called `task.wait()`. Inside the parentheses, you type the number of seconds you want the script to pause.

Here is an example of how to use it:

Lua:

-- Wait for 5 seconds before moving to the next line

task.wait(5)

-- After 5 seconds, the script continues and runs the code below:

script.Parent.BrickColor = BrickColor.new("Really red")

(Note: You might sometimes see older tutorials use just `wait()`, but `task.wait()` is the newer, more accurate version used by developers today).

Your Final Task: Write a script inside your haunted planks that does the following:

1. Waits for a few seconds (e.g., 3 to 5 seconds).
2. Changes the plank's **Transparency** property to **1** (making it completely invisible).

Test your game and try to cross the bridge before the haunted planks vanish!