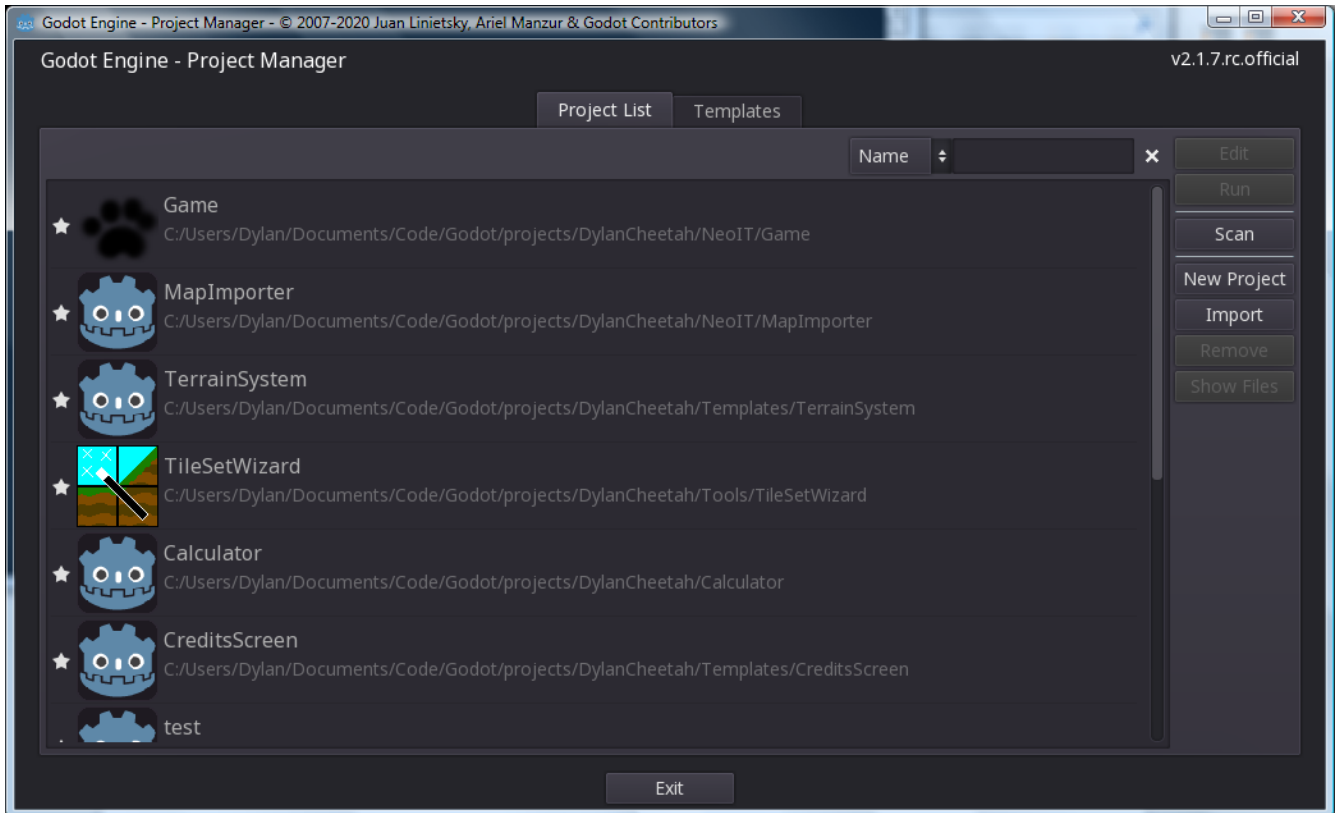


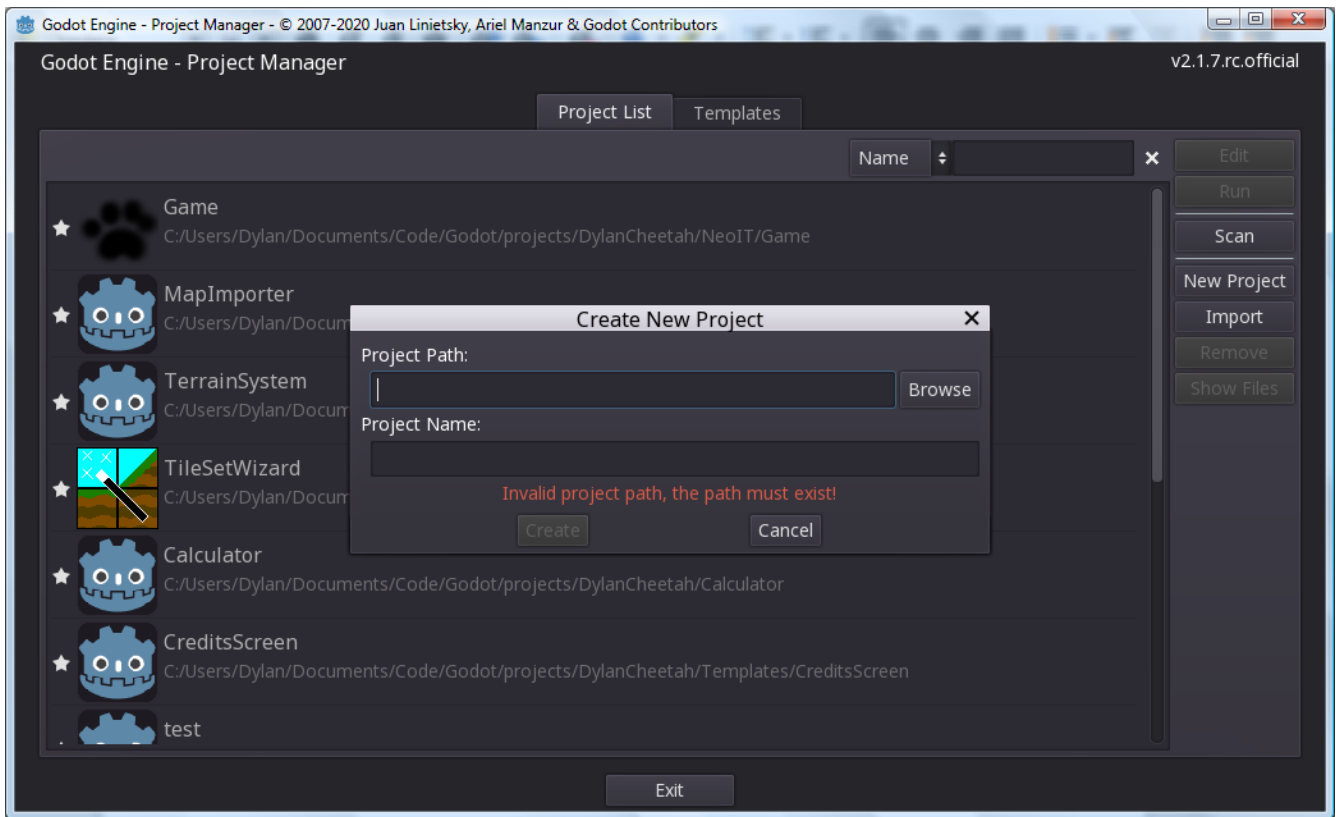
Godot 2D Game

Lesson 1: Setting Up a New Project

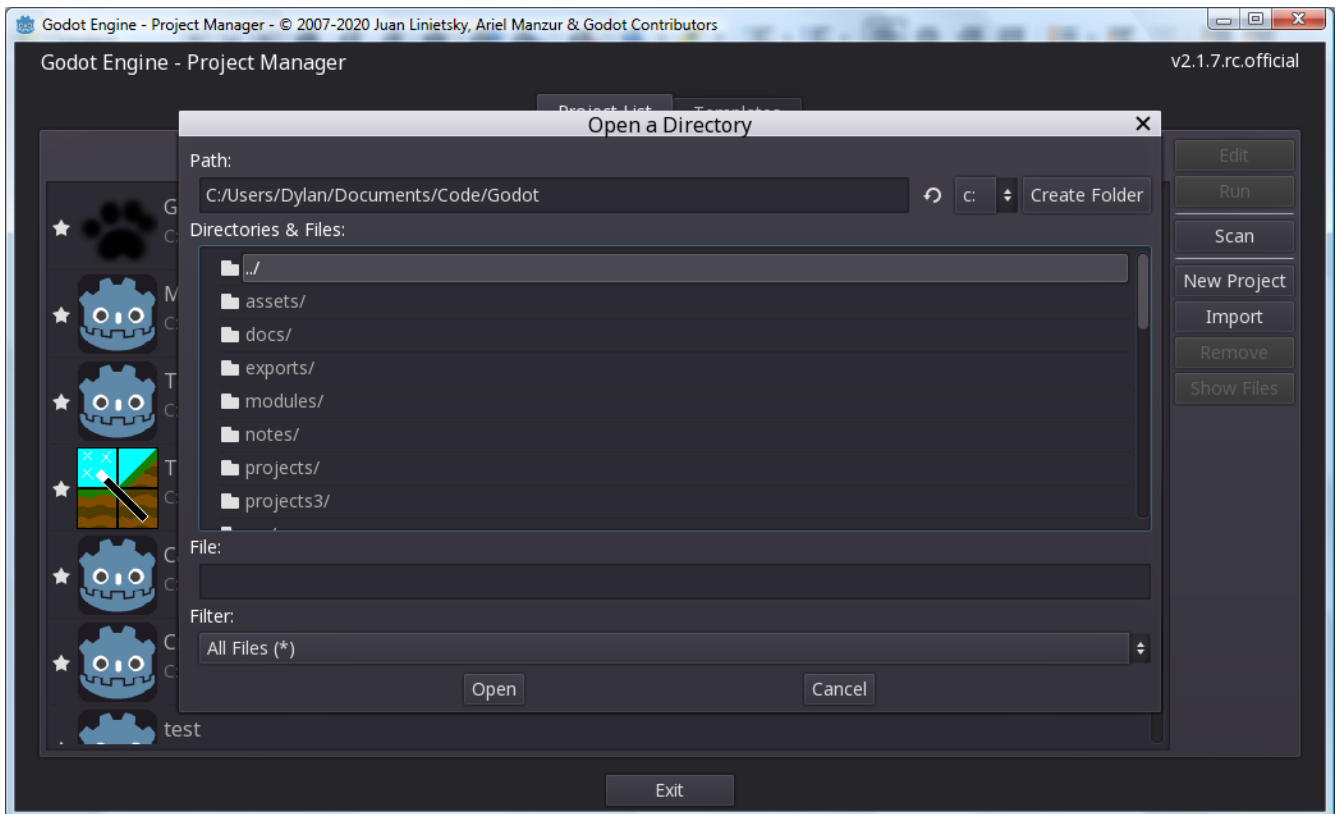
The first step in making any new game with Godot is to create a new project. If you start Godot you will see the project manager:



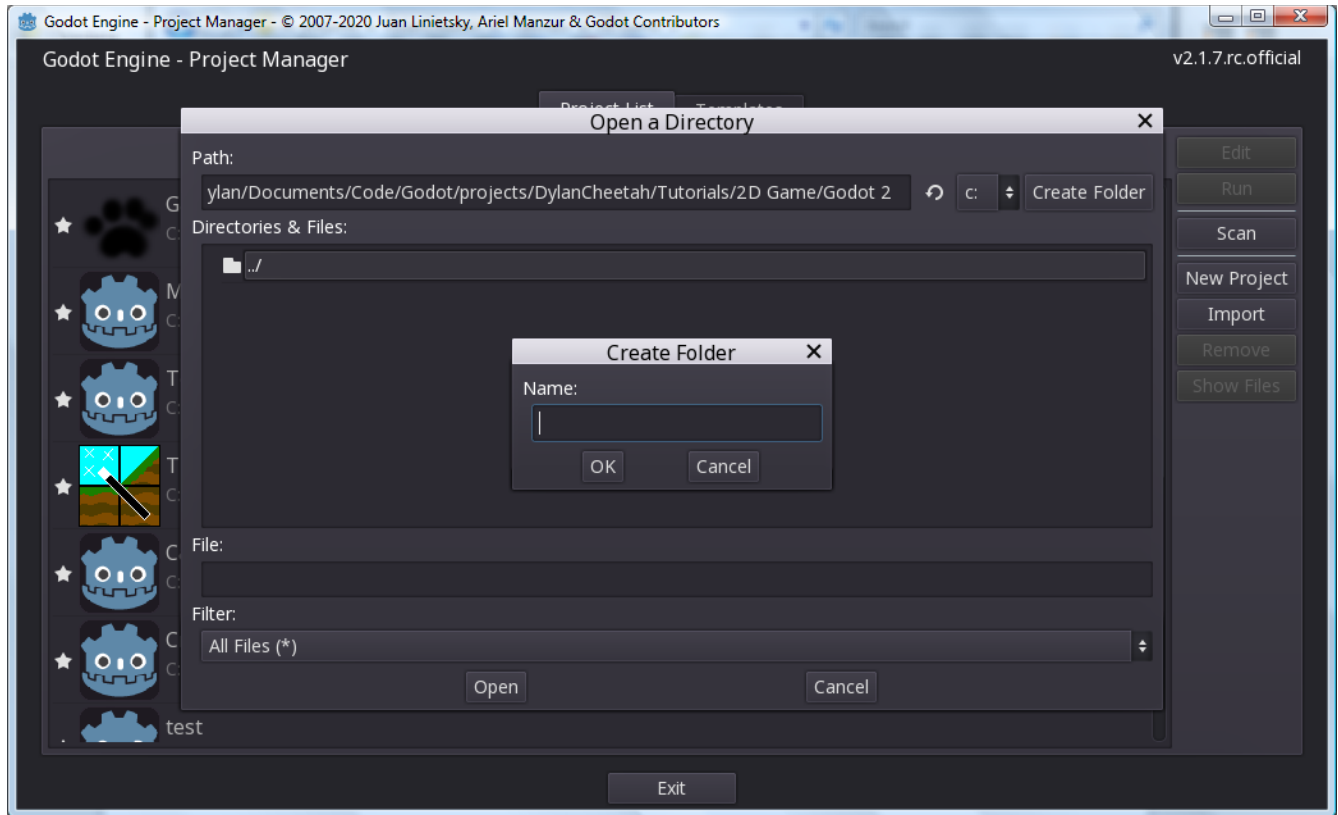
Your project list will be empty to begin with. To create a new project, simply click the "New Project" button and you will see the project creation dialog:



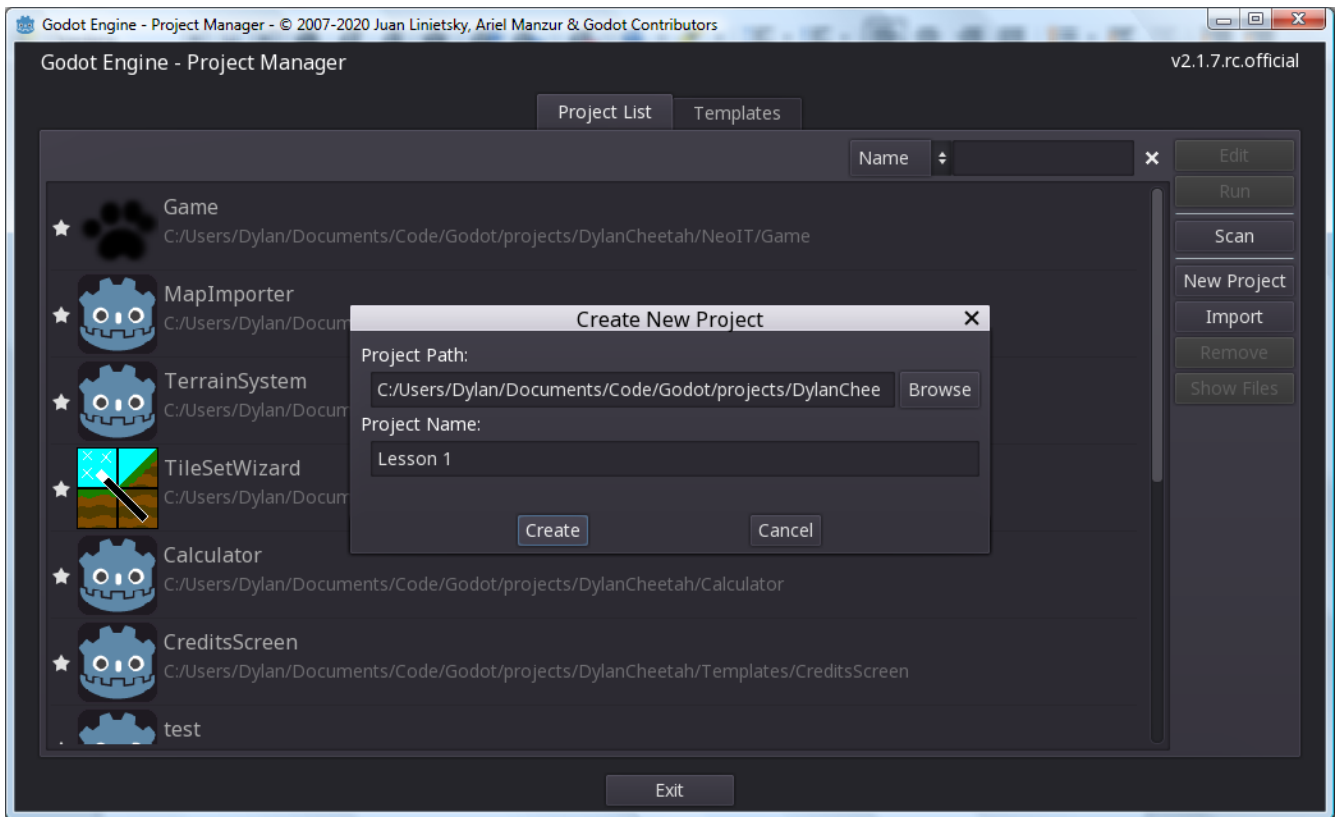
Click the “Browse” button and you will see the directory selection dialog:



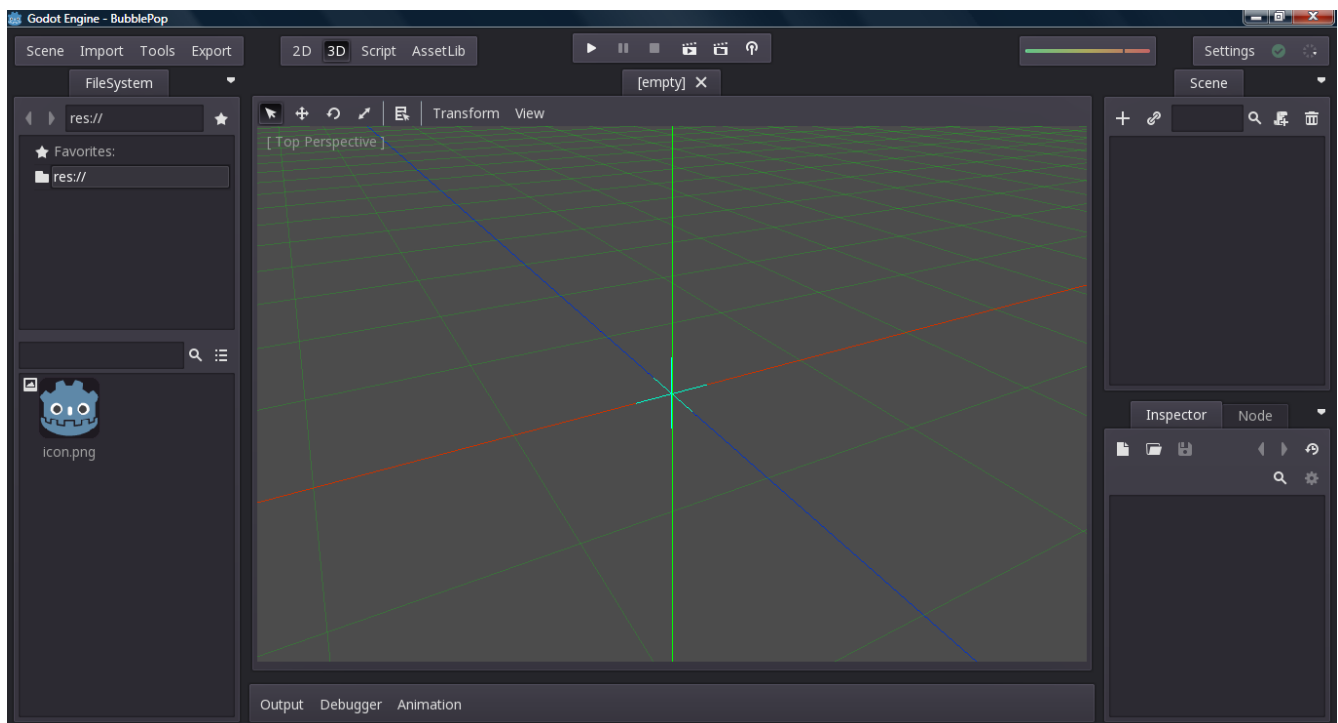
Navigate to the folder you want to place your project folder in and click "Create Folder". You will then need to name your project folder:



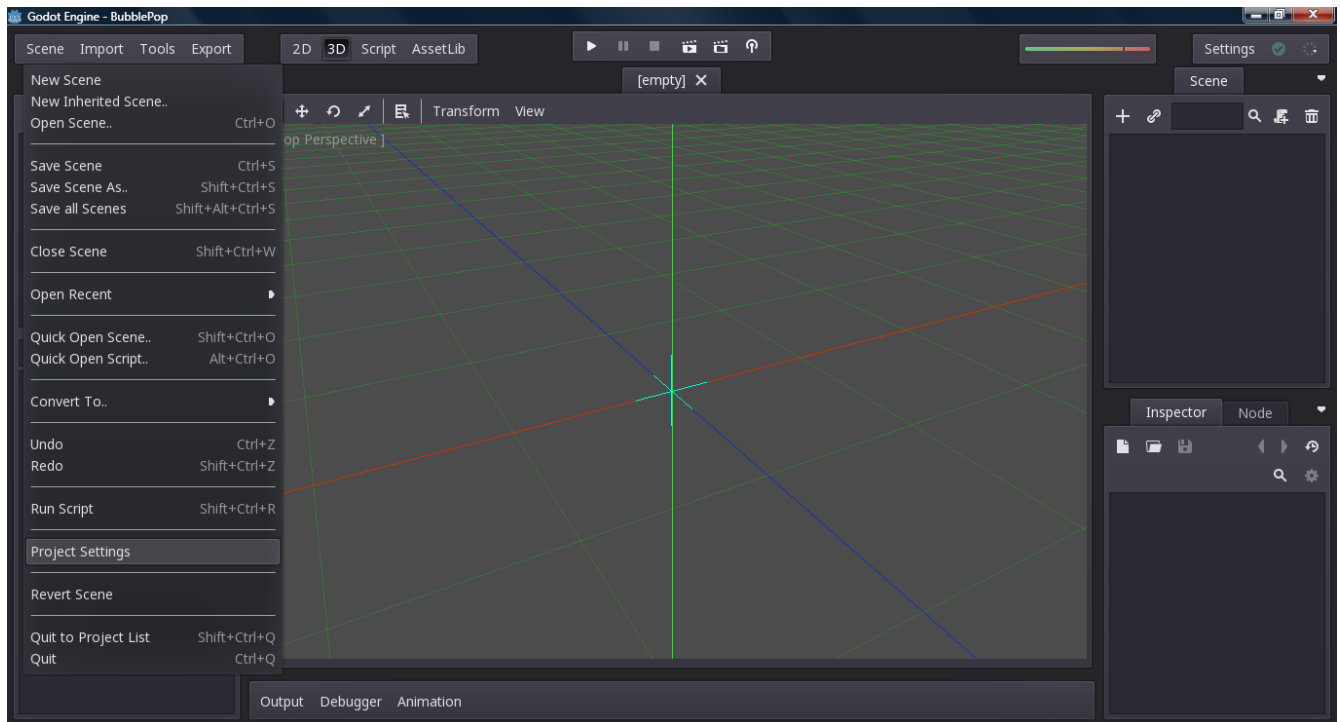
After you type the name of your new project, click "OK". Then click "Open" in the directory selection dialog. You will then return to the project creation dialog:



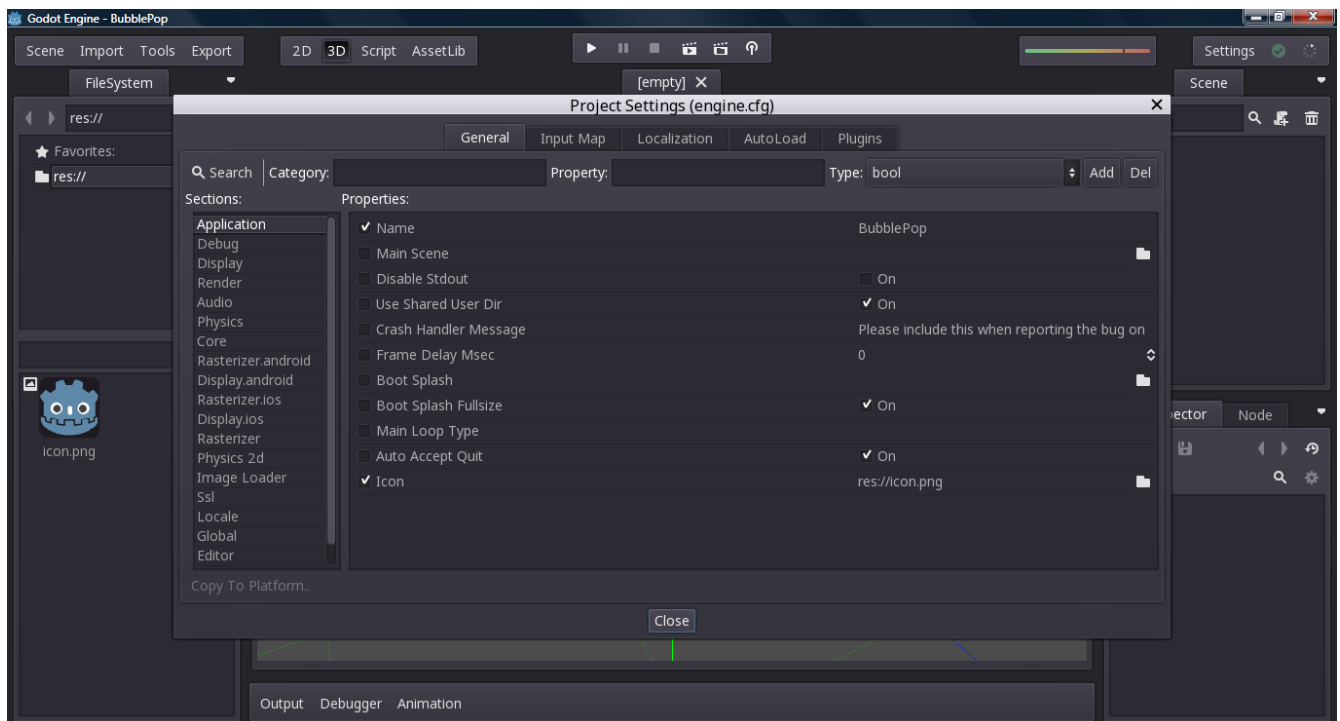
Now set the project name to the name that you want to use for your project and click “Create”. Afterward, you will see the project editor:



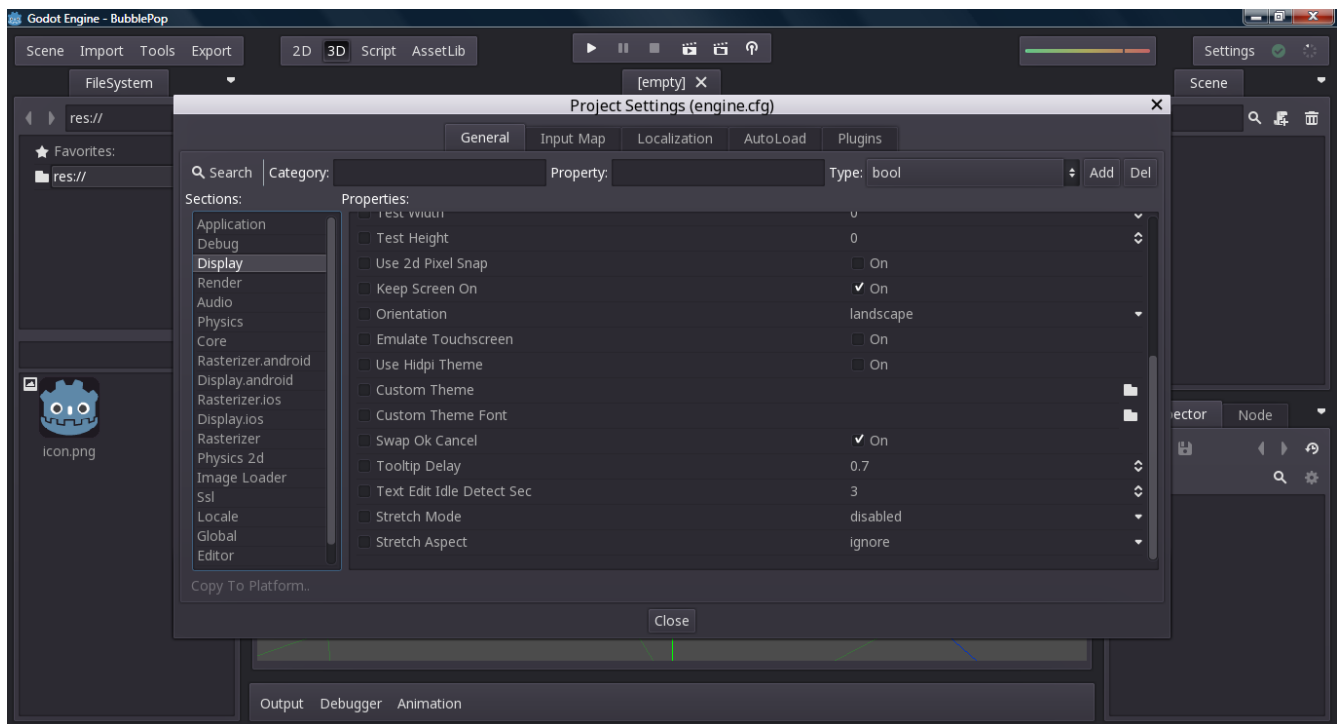
This is the window where we will begin designing our new game. But first, let's adjust a few settings. Click on the “Scene” menu:



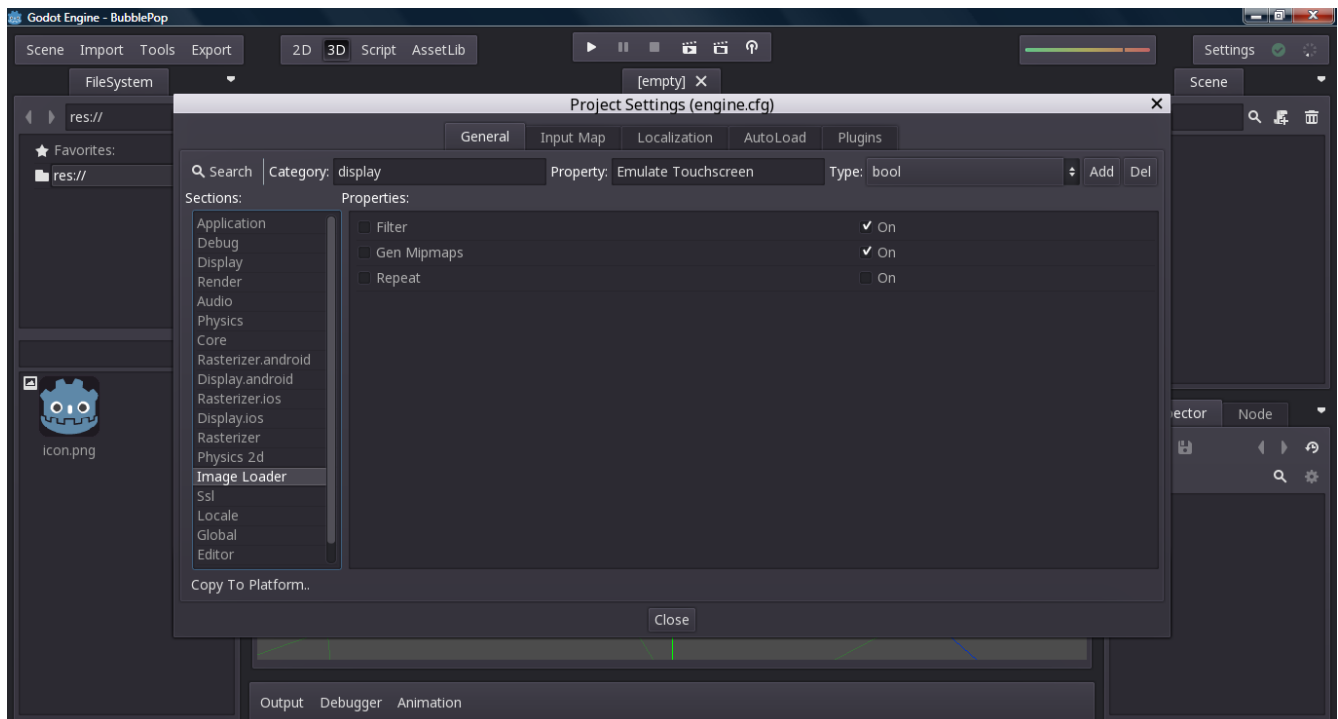
Then choose "Project Settings":



If you ever want to change the name of your project, you can change it on this settings page. Now click "Display" in the left pane and you will see this settings page:



If you scroll down, you will see the “Stretch Mode” and “Stretch Aspect” settings. Change “Stretch Mode” to “2d” and change “Stretch Aspect” to “keep”. This will ensure that when the game window is resized everything will scale based on the default aspect ratio of the window. We will also turn on “Emulate Touchscreen” so that our game will work equally well on PCs and mobile devices. Now click “Image Loader” in the left pane:



Turn off "Filter". The filter setting is useful for 3D games, however it will cause blurring of images and possibly gaps between images with 2D games. When you are finished, close the project settings. Our new game project is now setup. In the next lesson, we will begin designing our game.