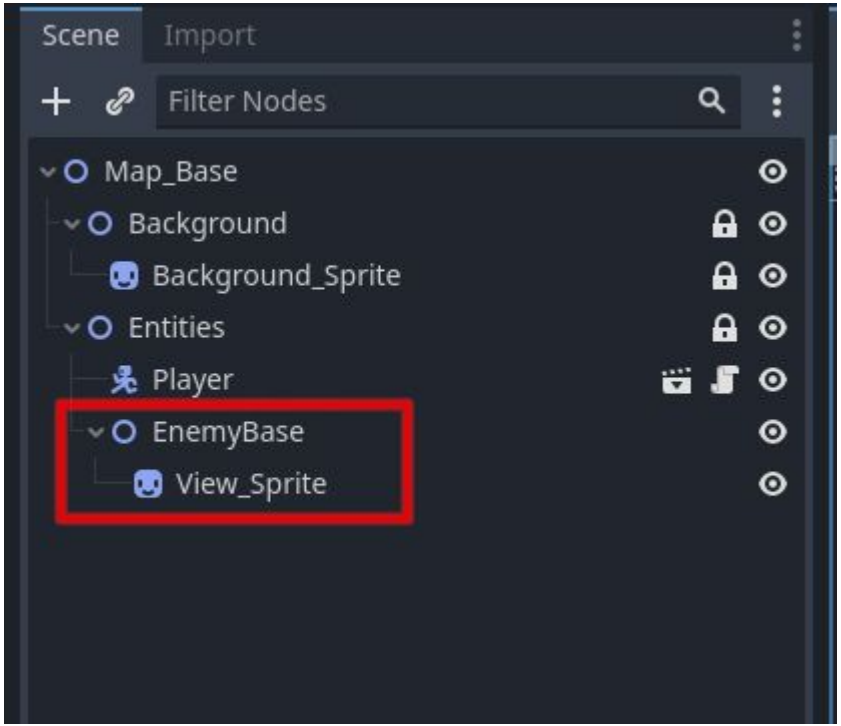
Godot Course Survivor

02 - Enemy

Assets

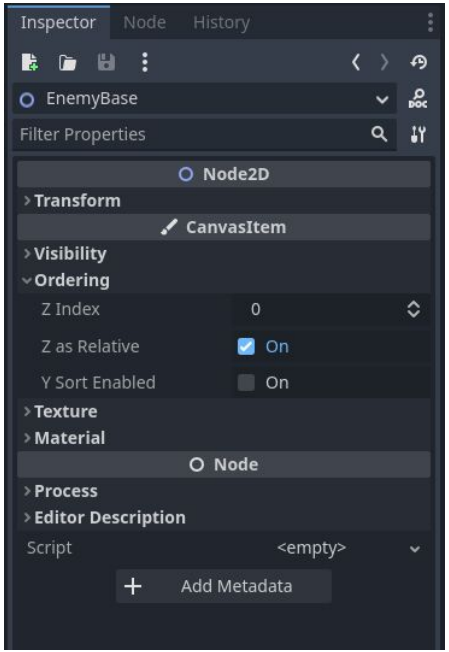
https://drive.google.com/file/d/1wJ-tTFoh5gHyfbWKVAzfMWa0ee7YfepQ/view?usp=sharing

Enemy - structure



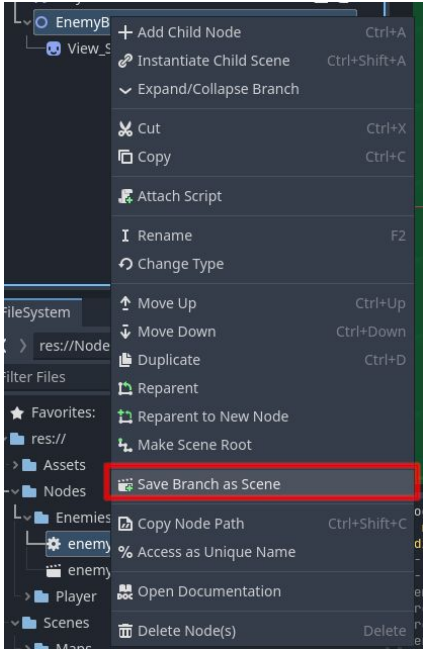
- Entities: Node2D
  - EnemyBase: Node2D
    - View_Sprite: Sprite

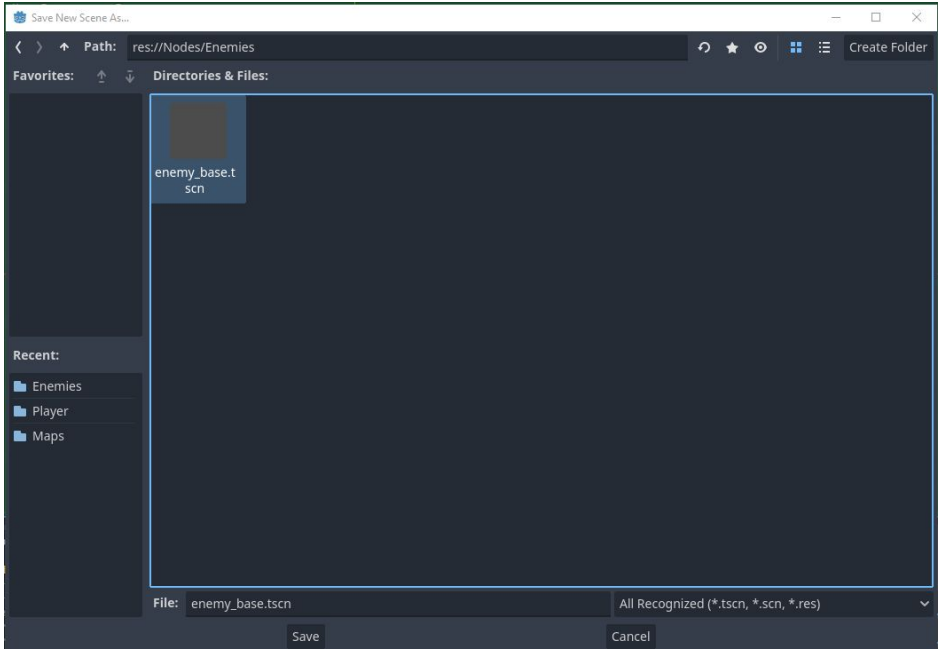
Canvas - Ordering



- Z-Index
- Z as Relative
- Y Sort Enabled

Save Branch as Scene

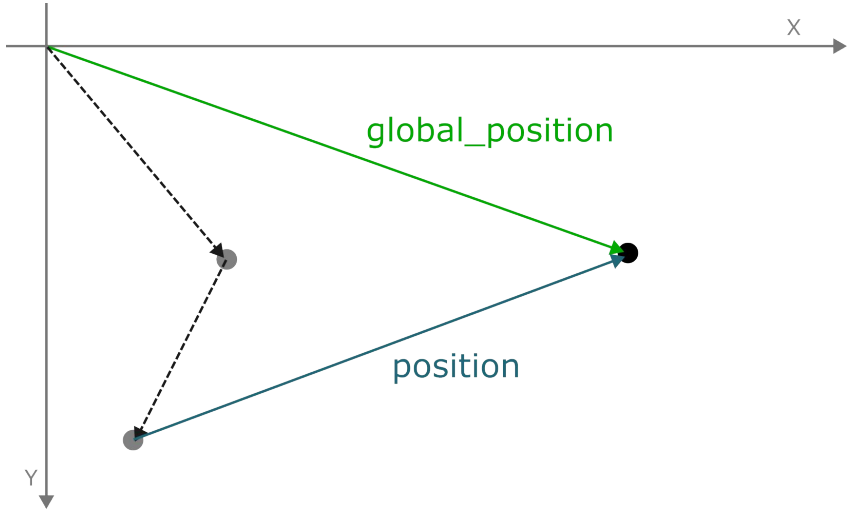




Enemy movement

1. class_name EnemyBase
2. Player move algorithm
3. Target Node2D
4. Target direction math

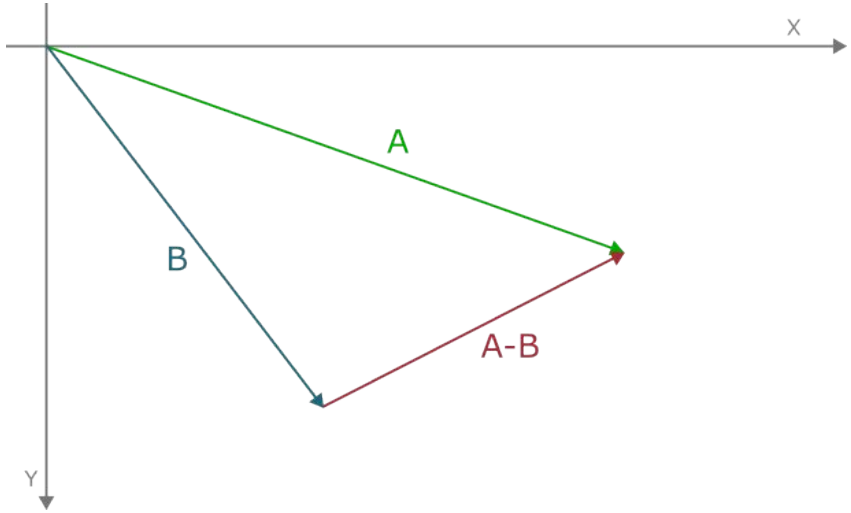
Node position vs global postion



Node2D.position:
Vector2 position in relation to it’s parent node.

Node2D.global_position:
Vector2 position in relation to the center of the coordinate system.
Sum Vector of all parent’s and itself position

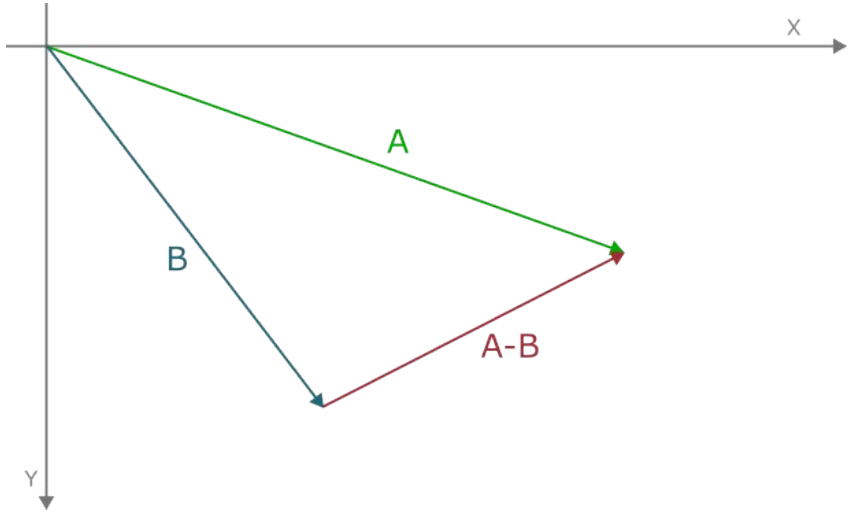
Direction Vector



A - B = C

C is new vector in direction to A vector.

Direction Vector

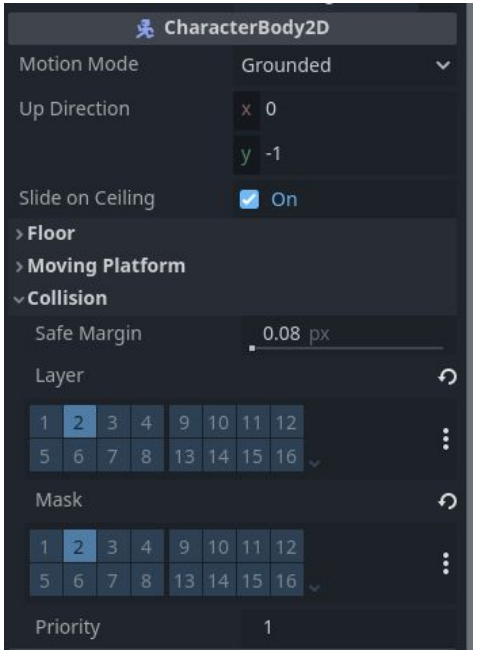


A - B = C

C is new vector in direction to A vector.

B.direction_to(A), but normalized
(A - B).normalize()

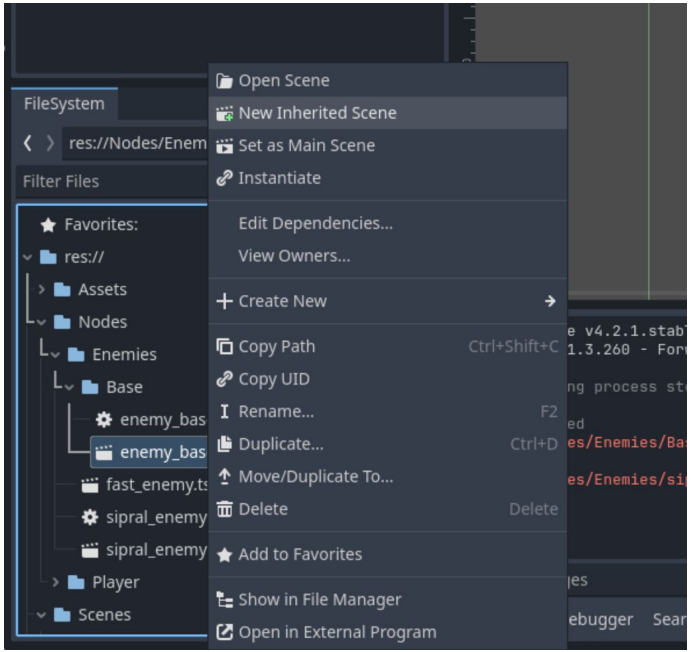
Collision Matrix



Layer — represents collision layers on which that object is present.

Mask — represents collision layers which objects check for collisions

Inheritance scene



Scene file -> RMB -> New Inherited Scene

Remember to save before anything!

Links

Collision Layers	https://docs.godotengine.org/en/stable/tutorials/physics/physics_introduction.html#collision-layers-and-masks
Using CharacterBody2D/3D	https://docs.godotengine.org/en/stable/tutorials/physics/using_character_body_2d.html
@export annotation	https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_exports.html