Godot Course Survivor

01 - Input

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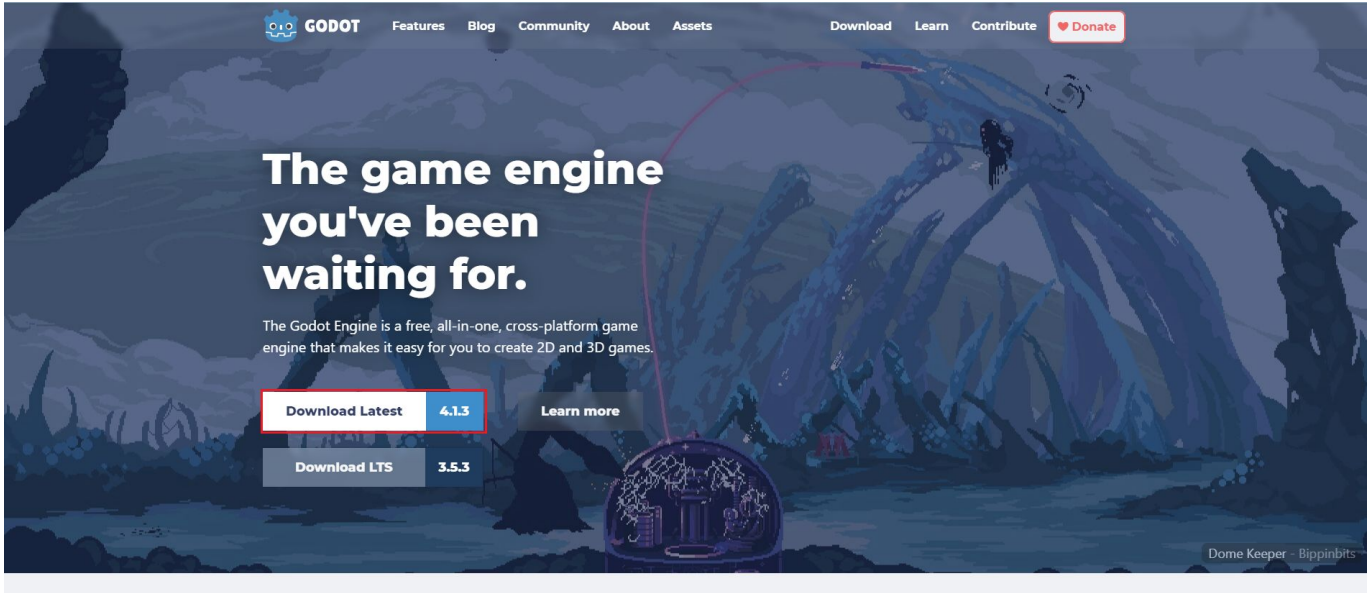
Assets

https://godotengine.org/

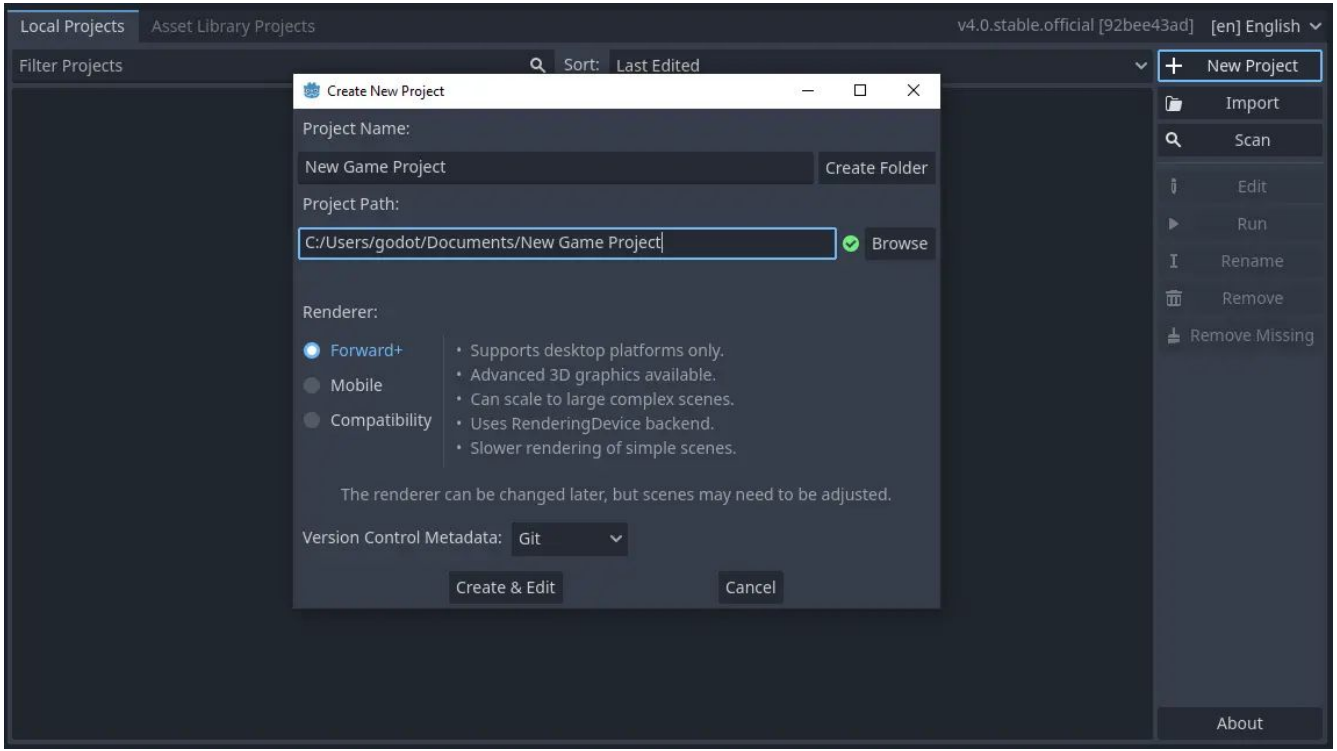
https://drive.google.com/file/d/1OXWWmPH7vS84S9Wk3qADSdx8hnyleEpi/view?usp=sharing

Engine installation



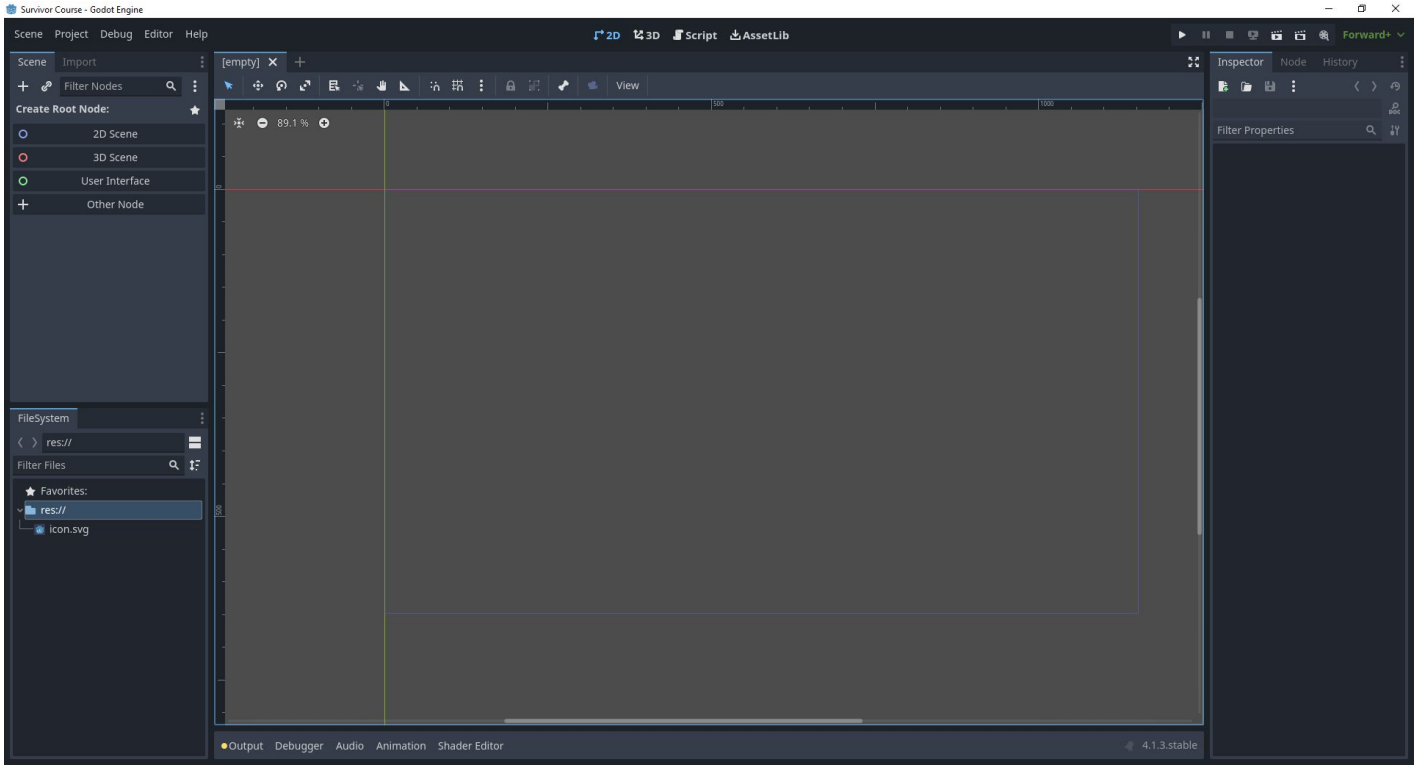
https://godotengine.org/

Create project

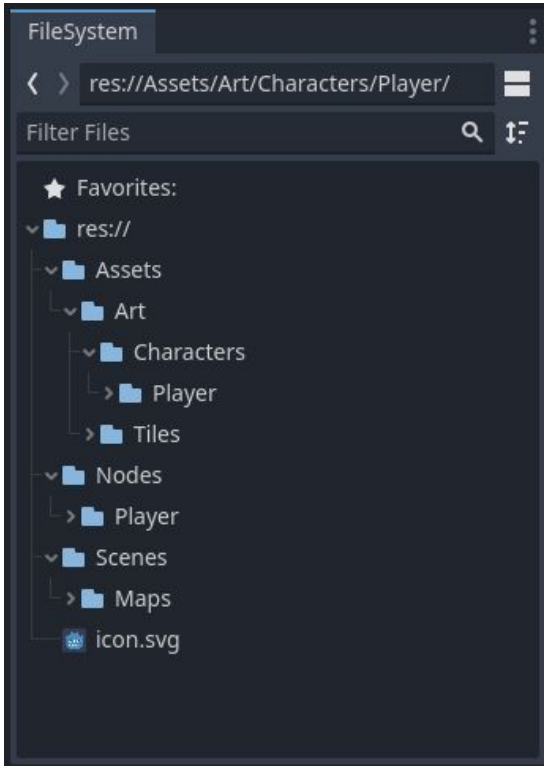


https://docs.godotengine.org/en/stable/tutorials/editor/project_manager.html

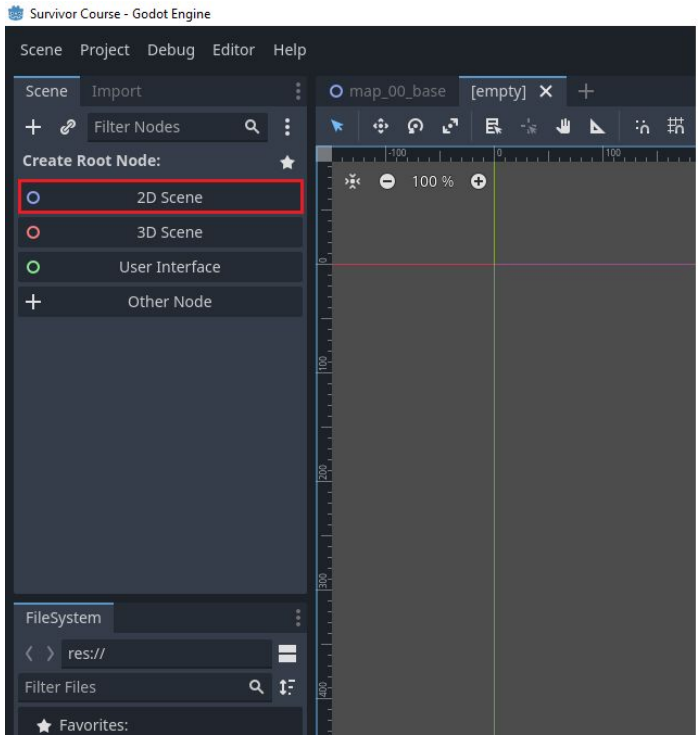
Godot interface

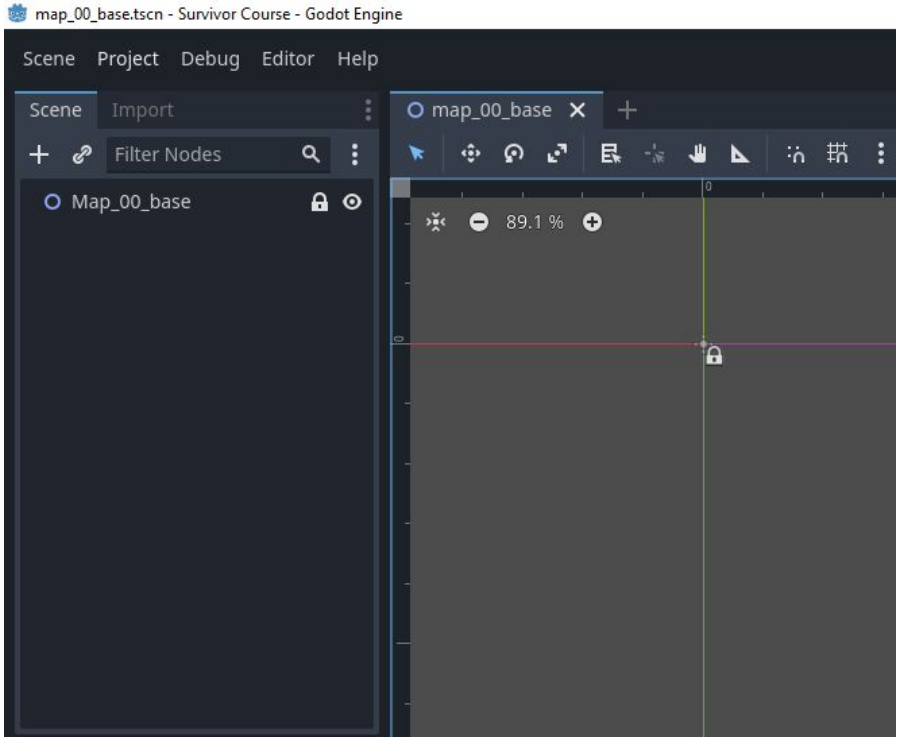


Project structure

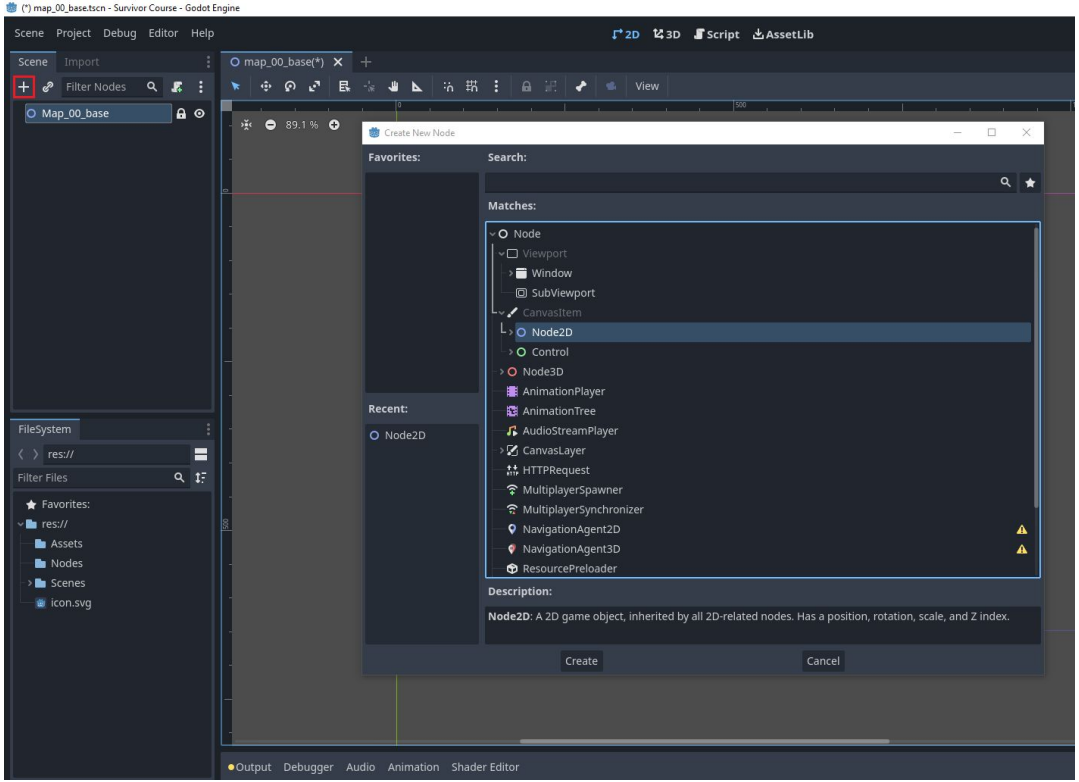


Create scene





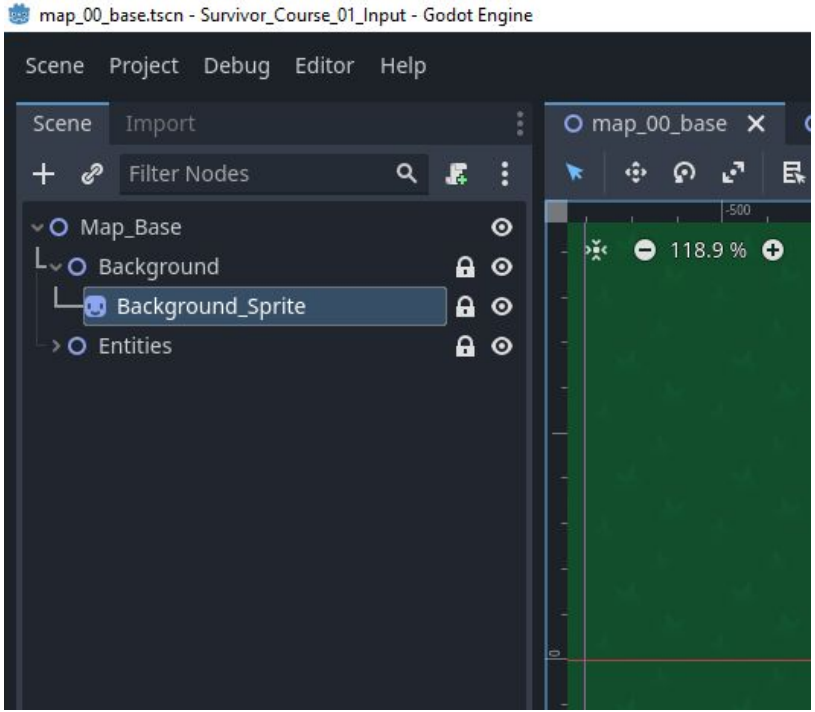
Add Node



https://docs.godotengine.org/en/stable/getting_started/step_by_step/nodes_and_scenes.html#creating-your-first-scene

https://docs.godotengine.org/en/stable/getting_started/step_by_step/nodes_and_scenes.html

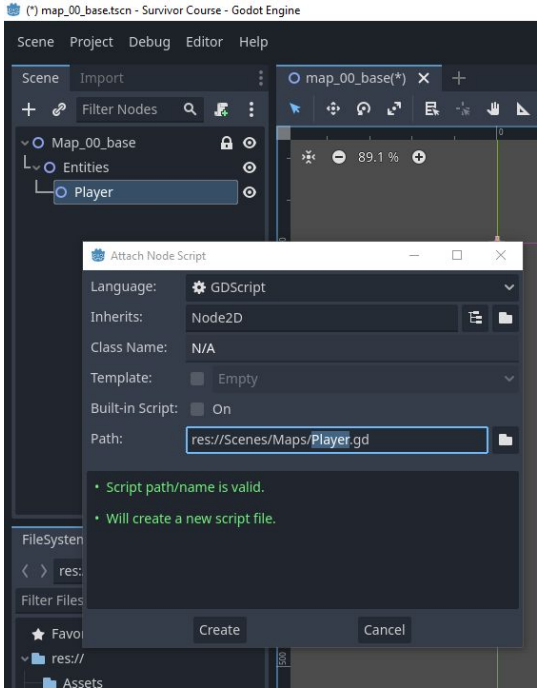
Background



Background: Node2D
- Modulate

Background_Sprite: Sprite2D
- Region
- Texture.Repeat

Player - Attach script



https://docs.godotengine.org/en/stable/getting_started/step_by_step/scripting_first_script.html

https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_basics.html

Player Input

https://docs.godotengine.org/en/stable/tutorials/inputs/input_examples.html

https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_exports.html

https://docs.godotengine.org/en/stable/tutorials/inputs/input_examples.html#inputmap

- class_name
- func _input(event)
- func _inputKey(inEventKey: InputEventKey) -> void
- match inEventKey.keycode
- inEventKey.is_pressed()
- position += Vector2.UP
- @export var moveSpeed: float
- func _move(inDirection: Vector2) -> void
- func _process(delta: float) -> void
- Input map
- func _inputAction(inEvent: InputEvent) -> void
- inEvent.is_action(&"MoveUp")
- var actionMask: int = 0
- inEvent.is_action(&"MoveSprint")

Links

Godot Engine	https://godotengine.org/
Project Manager	https://docs.godotengine.org/en/stable/tutorials/editor/project_manager.html
First Scene	https://docs.godotengine.org/en/stable/getting_started/step_by_step/nodes_and_scenes.html#creating-your-first-scene
Nodes and Scenes	https://docs.godotengine.org/en/stable/getting_started/step_by_step/nodes_and_scenes.html
First Script	https://docs.godotengine.org/en/stable/getting_started/step_by_step/scripting_first_script.html
Script basics	https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_basics.html
Input examples	https://docs.godotengine.org/en/stable/tutorials/inputs/input_examples.html
Input map	https://docs.godotengine.org/en/stable/tutorials/inputs/input_examples.html#inputmap
@export annotation	https://docs.godotengine.org/en/stable/tutorials/scripting/gdscript/gdscript_exports.html