Godot Notes

**\_physics\_process**

* Called every frame
* Comparable to fixed update in unity.
* Use for everything to do with collision

**Setting Variable Types**

* In Godot, to set a variable type you declare the variable as var
* You then use the : = operator to set the type
* Eg. var velocity: = Vector2(1,1)

**Making variables modifiable in the inspector**

* Use export keyword in front of variable to show in inspector
* Eg export var gravity : = 3000

**TUTORIAL PROGRESS 26:56: https://youtu.be/Mc13Z2gboEk?t=1616**