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DevLUp FSU GBM #8

October 31st, 2024

Welcome!

Next Few Weeks

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	(No Meeting)	Hurricane	
3 Oct	6	Intro to 3D Modelling in Blender		Jake, Parker, Emma
10 Oct	7	Blender Animations		Ares
17 Oct	8	Blender Materials		Parker, Jake
24 Oct	9	Pixel Art		Ares, Emma
31 Oct	10	Tile Maps	Game Jam!	Jake, Ares
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

DevLUp War Game Jam - November 1st - 3rd

COUNTDOWN TO GAME JAM: 1 DAY!!

DevLUp 2024 Game Jam Schedule		
Friday	5:00 PM	Meet at the Innovation Hub, socialize, and **form teams**
	5:30 PM	Game Jam Kickoff: call with other DevLUp branches and **announce the theme**
	6:00 PM	**Jam officially starts!**
	9:00 PM	Innovation Hub closes
Saturday	1:00 PM	Innovation Hub reopens
	9:00 PM	Innovation Hub closes
Sunday	1:00 PM	Innovation Hub reopens
	5:00 PM	1 hour before jam ends. Start submitting your game!
	6:00 PM	**Jam ends!** Game submissions close. Call with other DevLUp branches and showcase games
	7:00 PM	The Innovation Hub closes

Today: 2D Level Editing with Godot Tilemaps

Create your own 2D world for the player to explore!

You will learn how to:

- Create your own pixel art tilemaps
- Import a tileset image and create tiles
- Place tiles into your world
- Add collision for objects the player shouldn’t pass through
- Use layers to place tiles on top of eachother
- Create animated tiles
- And more!

Links to Project, Slides, and Assets

The template code is on GitHub:

https://github.com/devlup-fsu/godot_tilemaps_workshop/tree/main

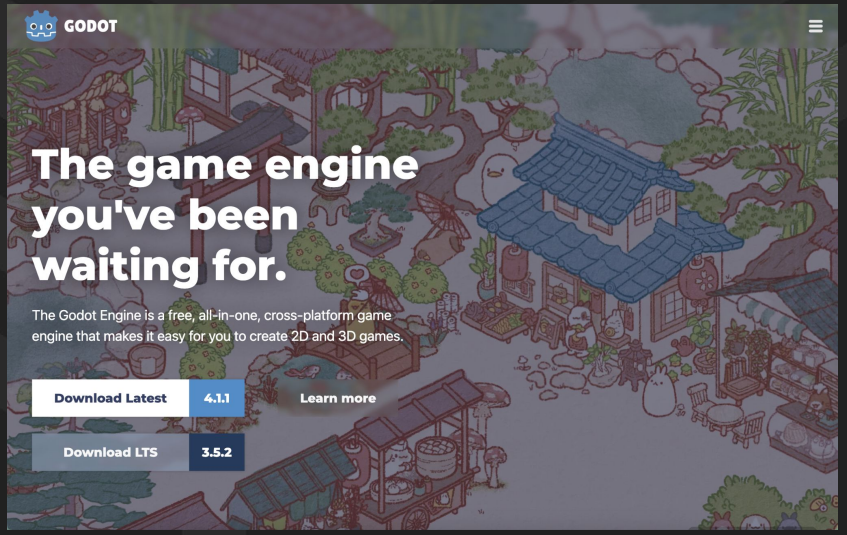
Assets:

In Discord!

Download Godot

https://godotengine.org/

Latest version (v4.3)



#👀showoff **recap**

Open and Run the Project

- You should already have a player who can walk around. It uses a blue box for the player sprite.
- It also has a TileMap and a Camera2D.
- Make sure you can run the project game.

Add a TileSet to the TileMap

- Select TileMap on left window
- Select TileSet on bottom window
- Drag and drop an image (tiles will automatically be created)
- Make sure the size is 16x16

Add Tiles to your TileMap

- Basic Tools: paint, line, rect, bucket, picker, eraser
- Place Random Tile: allows you to scatter tiles randomly while drawing your tiles.

Place a Tile that the Player can’t Pass Through

- On the right window, go to “Physics Layers” and add an element. Make sure it is on the same layer as your player.
- Go to TileSet, go to select mode, and click on a tile.
- Go to “Physics” and draw your collision box.

Place a Tile over Another Tile

- In the Inspector window, click “Layers”
- Give your layers descriptive names
- Modify the z index to determine ordering (the player is at z=0)
- Place some items on top of the grass

Create an Animated Tile

- Clear the water tiles on the lower left in the “TileSet” tab
- Select leftmost water tile > Animation > Frames > Add Element
- The tile on the right will be automatically added
- Experiment with the speed of the animation and the duration of the frames! :D

Problem Solving Challenge

- Place a tree (you can use the one in Discord!) on the top layer
- Add collision to the tree
- When we play the game, we can’t collide with the tree
- Make whatever changes you need to make so that the player can walk behind the tree, but still can’t pass through the trunk

Documentation

https://docs.godotengine.org/en/stable/tutorials/2d/using_tilemaps.html

Exit Survey:

Fig. 1: *Homer dislikes exit surveys.*