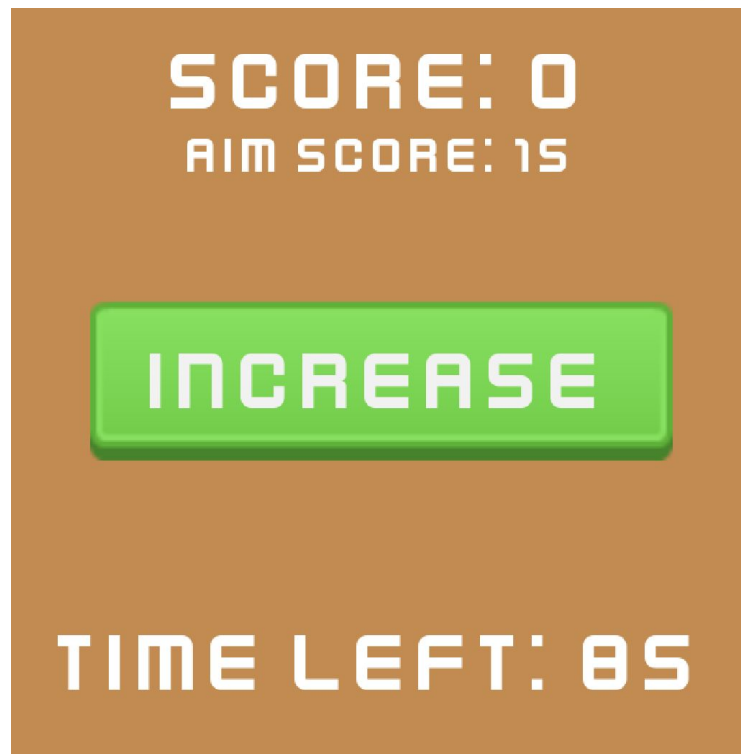# ZENVA

Marco Paoletta

Game Developer

INTRODUCTION

WHAT WE WILL COVER

- Complete clicker game
  - Scripting in GDScript
  - User interfaces
  - Custom assets
  - Scene changes
  - Win and lose conditions

SCORE: 0
AIM SCORE: 15

INCREASE

TIME LEFT: 8S

Scenes

- Menu
- Main
- Lose
- Win

CLICKER GAME

PLAY

SCORE: 0
AIM SCORE: 15
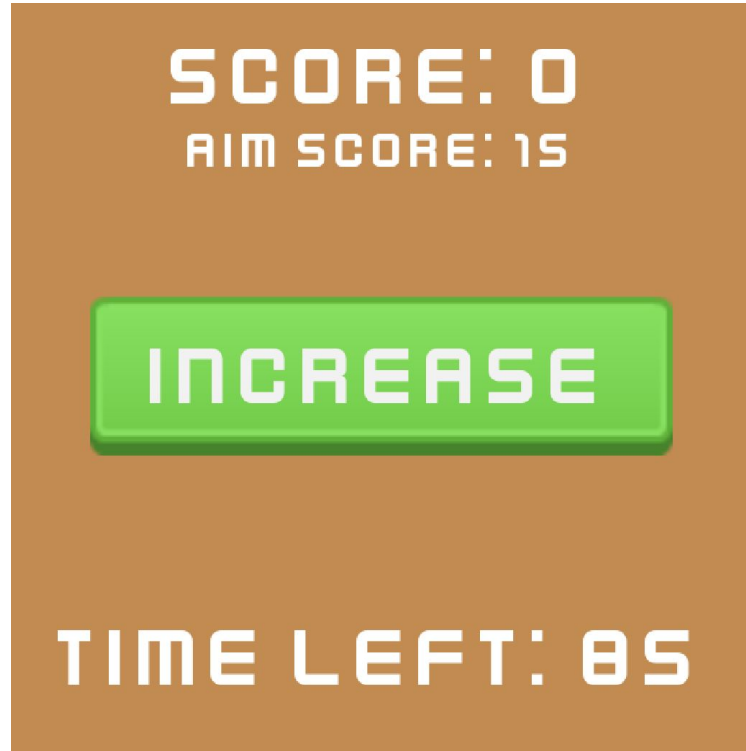
INCREASE

TIME LEFT: 12S
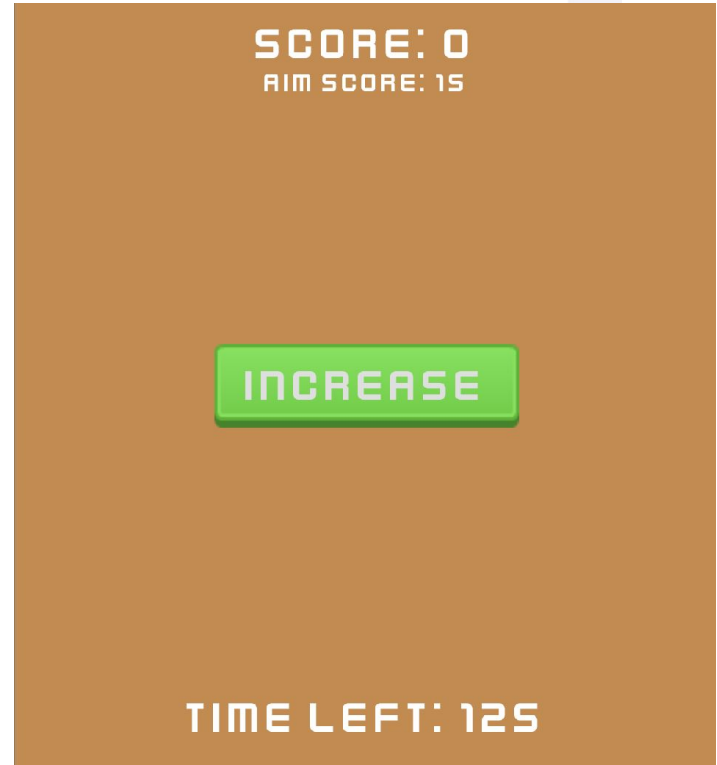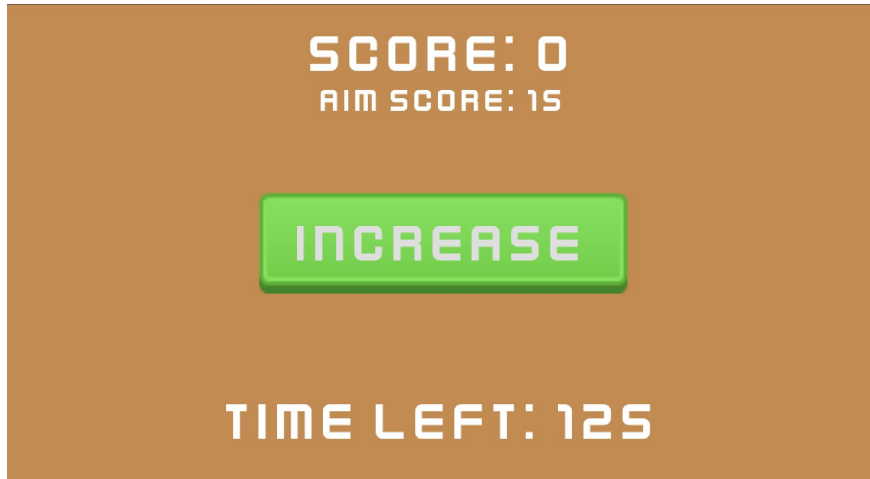
YOU LOSE!

HOME

PLAY AGAIN

YOU WON!

HOME

PLAY AGAIN

TIMER NODE

- Define how many seconds are left
- Game over if time is up

SCORE: 0
AIM SCORE: 15

INCREASE

TIME LEFT: 8S

CONTROL NODES

- Correctly set up interfaces so that the game can be played in different resolutions

COURSE REQUIREMENTS

- Basic understanding of Godot and GDScript
  - Variables
  - Functions
  - Signals
  - Navigation in the editor
- Mobile phone (Android or iOS)

ZENVA COURSES

Build your own project, learn at your own pace and plan for success!