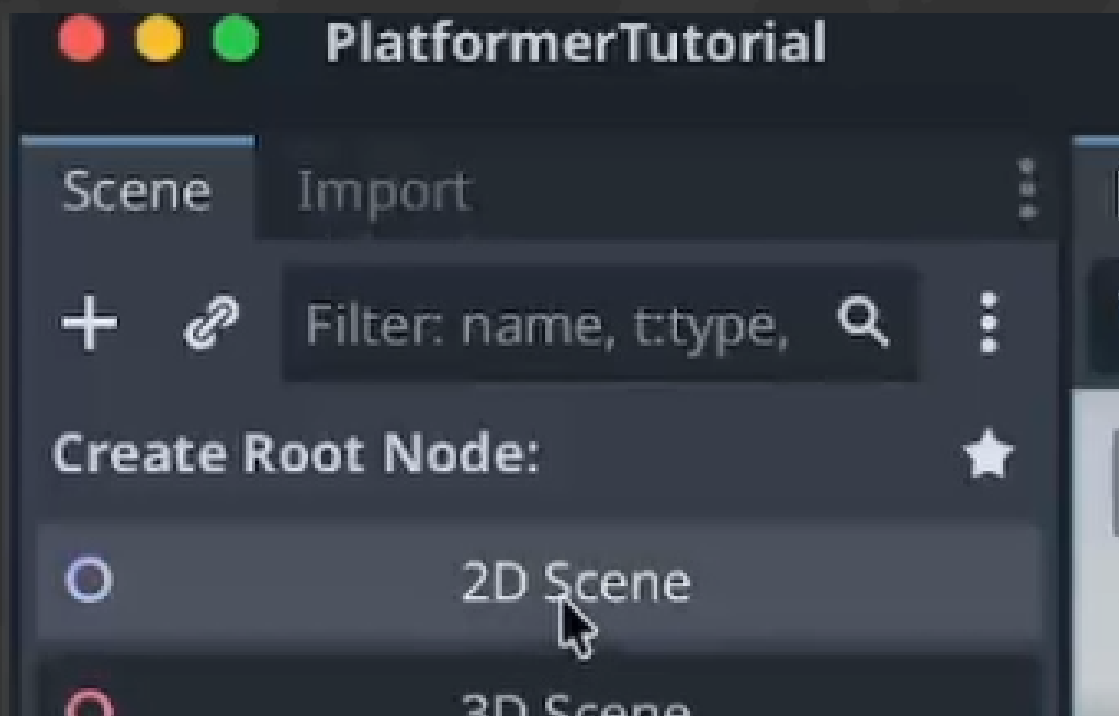


HOW TO MAKE PLATFORMER IN GODOT

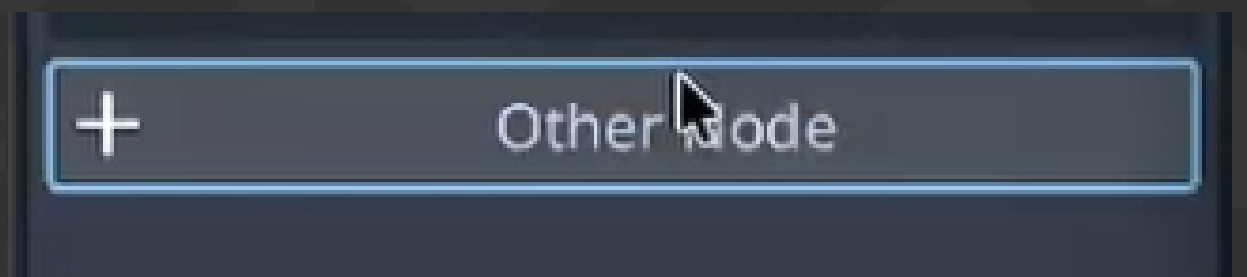
By **Lemo-Logic** Studios

lemologicstudios.com

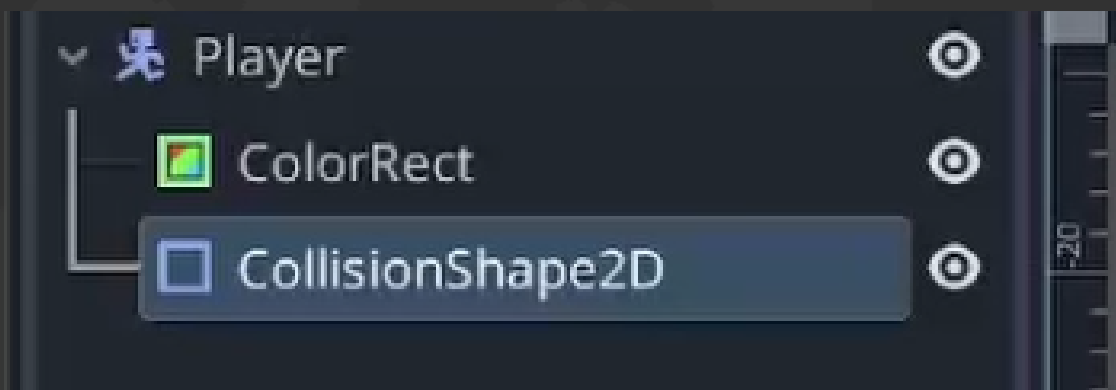
Make A New Scene and name it



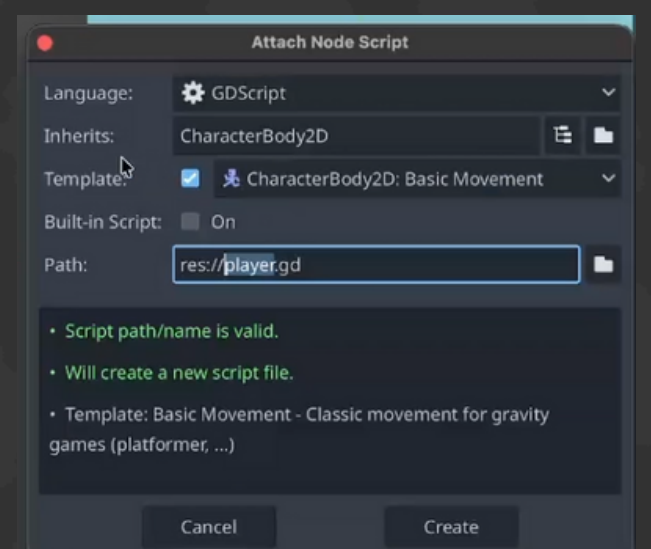
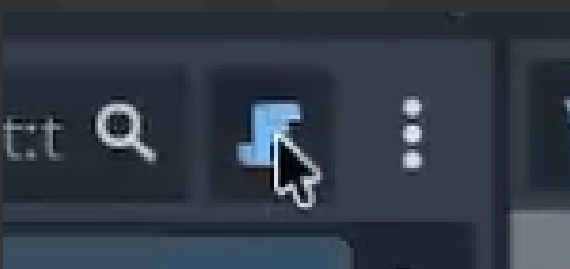
Make another scene this time a `charectorbody2d` and name it to `player`



add a `these` nodes to the `player`



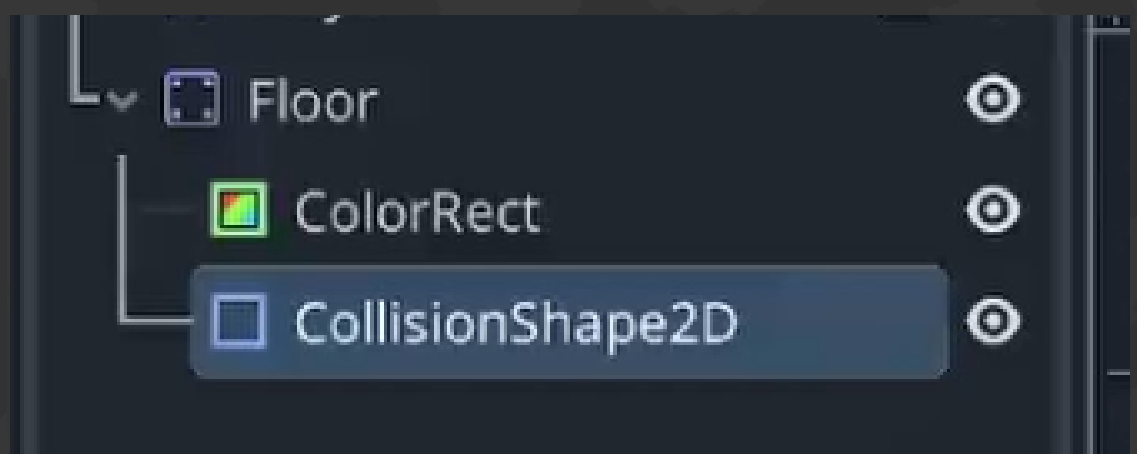
Make a `script` and `select` the `template`



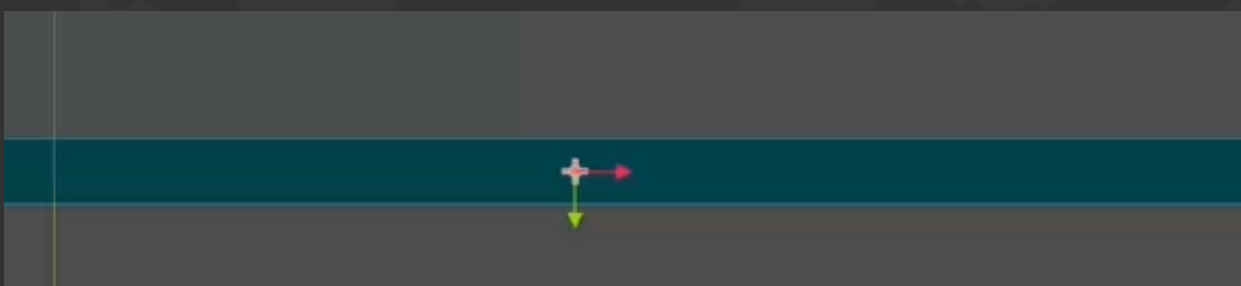
Drag your **player** scene
into your **main** scene



Add a **staticbody2d** with a
colorect and **collisionshape2d**
for the **floor**



Move the **floor** into
position (I changed the
colorrect colour to **black**)



And **that** is it!

If you had any **issues**
please email

lemologicstudios@gmail.com

