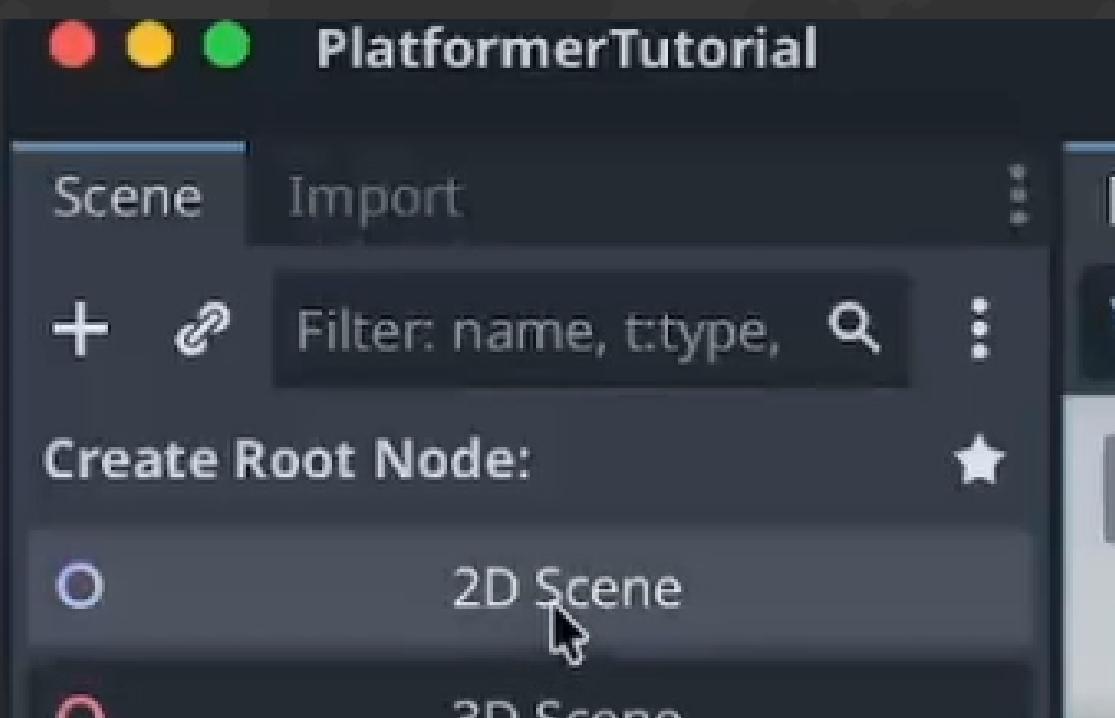


HOW TO MAKE PLATFORMER IN GODOT

By Lemo-Logic Studios

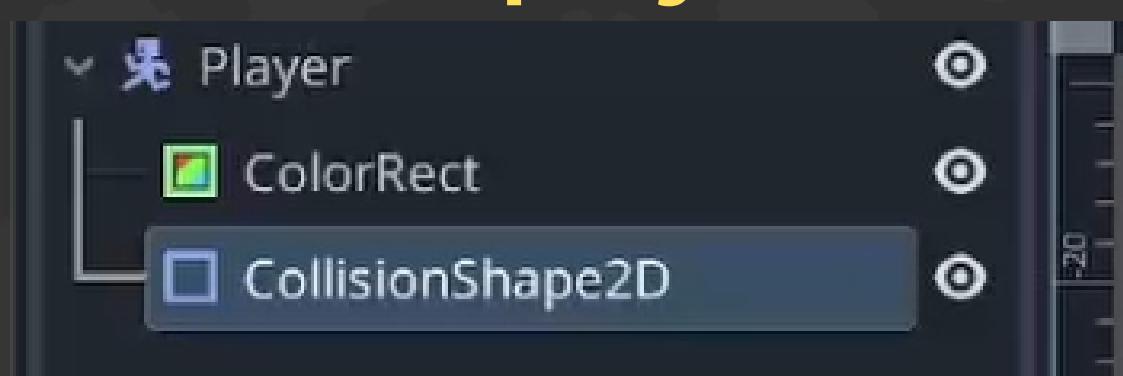
Make A New Scene and name it



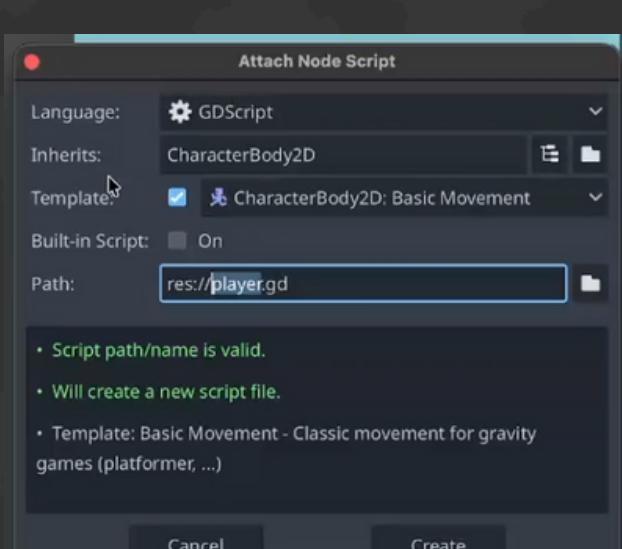
Make another scene this time
a characterbody2d
and name it to player



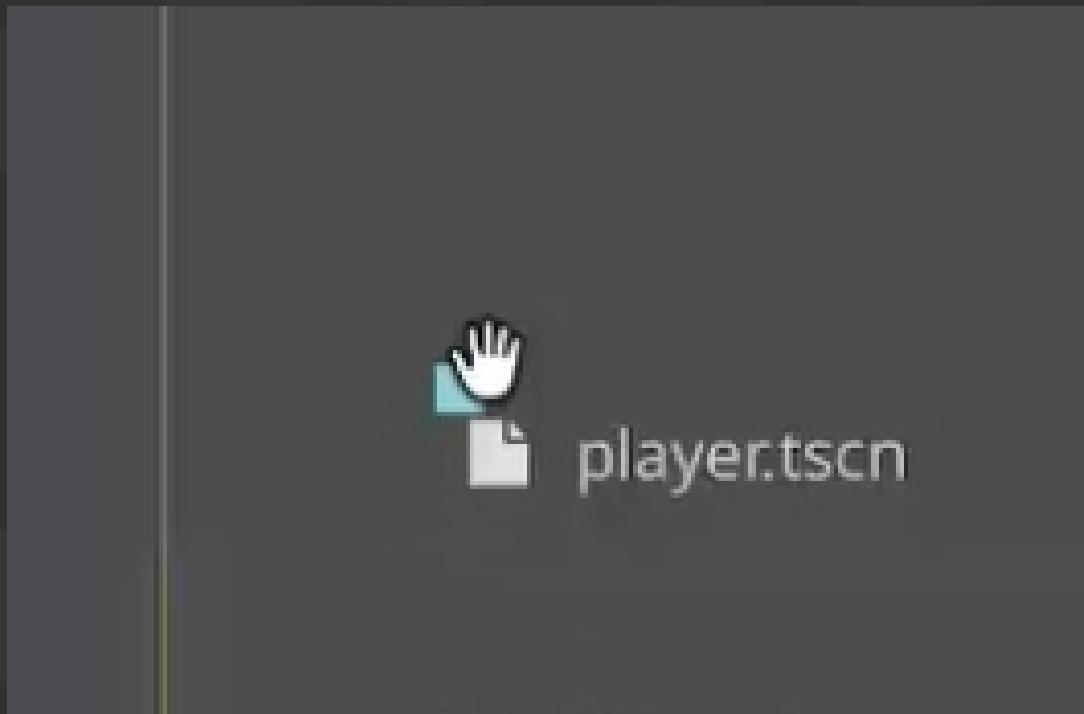
add a these nodes to
the player



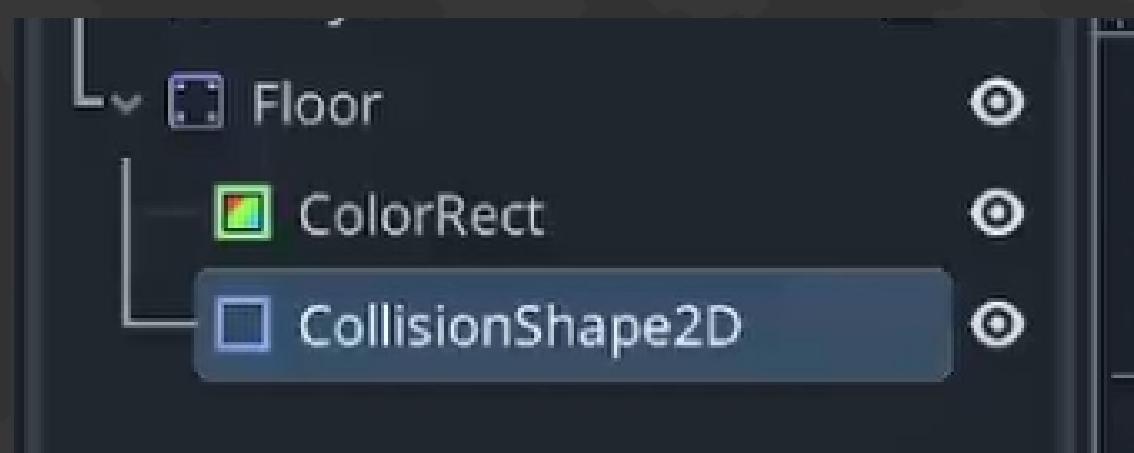
Make a script and select the template



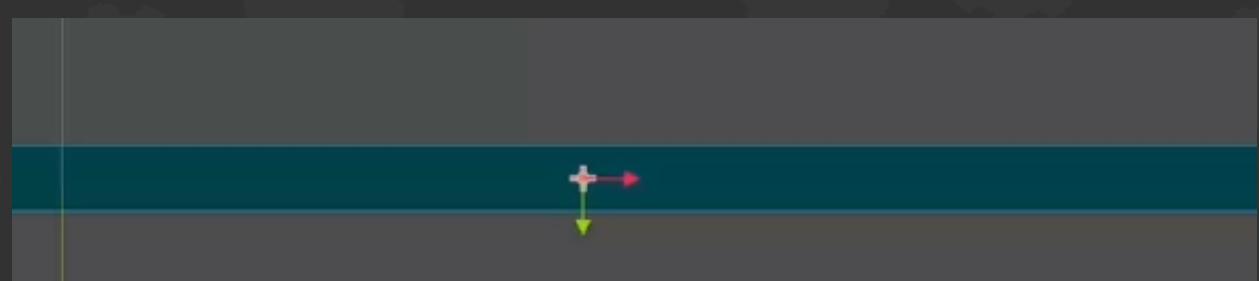
**Drag your player scene
into your main scene**



**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

