

Godot C# Top Down Shooter Tutorial



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**For Complete
Beginners**

Some stuff about this series

- for godot beginners
- for game dev beginners
- NOT for beginner programmers (just know basics of C#)
- presented “casually” (more enjoyment for me)
- always check the description of the videos!
 - link to the code
 - link to slides (written summary/reference of the tutorials)
 - link to other godot videos I’ve created
 - link to other recommended resources

Attention

- First (few) tutorials throws a lot at you (but we'll cover everything again in later tutorials)

Tutorial 1 Objective

- Have a “player” character that the user can move with WASD keys and that will always face the mouse

Scenes/Nodes

- a godot game is just a bunch of scenes
- a scene has a bunch of nodes and other scenes
- node is the smallest building block (a scene is a “group” or “collection” of nodes/other scenes)
- only one scene can be “active” at any time
- attach scripts to nodes to give them additional behavior

Game

Scene1

Scene2

Node1 <-----A script

Node1a <----Another script

Node1b

Node2

Scene3

Plan

- Player.tscn
 - Node2D ← script (Player.cs) attached
 - Sprite

- Player.cs

```
public override void _Process(float delta){  
    // if up key pressed, move a little up  
    // if down key pressed, move a little down  
    // etc...  
  
    // face mouse  
}
```

Angle to mouse pos

