Godot C#
Top Down Shooter
Tutorial

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For Complete
Beginners

Objectives

- add enemy
  - constantly moves towards player
  - when collides with player, damages him periodically

Timer

- use
  - when you want to execute a method periodically
  - when you want to execute a method some time later

timer.WaitTime = 5

timer.OneShot = True // leave false if you want it repeating

timer.connect("timeout",this,callback)

timer.Start()

Vector Subtraction

p2 - p1 = v