

# Godot C# Top Down Shooter Tutorial



# 4

**For Complete  
Beginners**

# Objectives

- ability to shoot enemies
- camera

# Collision Layers/Mask

- have a bunch of layers
- an object can be in some layers
- it can collide with some layers
- our plan
  - put bullet, player, and enemies, in separate layers
  - have bullet collide with enemy layer (and vice versa)
  - have player collide with enemy layer (and vice versa)

# Camera

- attach to a node (as a child)
- will move wherever parent moves (i.e. camera follows parent)
- settings
  - Current – MAKE SURE THIS IS ON!!!!
    - can have several cameras in scene hierarchy, the one with Current = True is the one drawn onto the screen
  - Zoom (0.5 to zoom 2x in, 2 to zoom 2x out)
  - Drag Margin (enable them first, then set bounds)
  - Limit
  - “Editor Settings” (view drag margin, limits, etc in editor)