C# Godot Tutorial 2

Nodes

A Godot Game

- Game
  - Scene
  - Scene2
    - Node1 ←-----------A script
      - Node1a ←----Another script
    - Node2
      - Scene3

- When parent moves/rotates
  - So does child
- When parent is removed from scene
  - So is child
- When parent is freed
  - So is child

Nodes

- Godot ships with lots of Nodes
- Can extend by attaching a script
- Can arrange in a hierarchy
- Use GetNode<>(path) to get another Node in the hierarchy
  - Use GetParent<>() to get the parent Node
- Use Position to place Node
- _Ready() method is called when Node first enters parent Scene
- _Process() method is called every frame