



C# Godot Tutorial 3

Scenes

A Godot Game

- Game
 - Scene
 - Scene
 - Node
 - Node
 - Node
 - Scene

Scenes

- Consists of Nodes and other Scenes
- Has one and only one root node
- Saved to a file
- Use `GD.Load("path/to/scene_file")` to create a PackedScene object
- Use `packedScene.Instance()` to create an instance of the Scene
- The "type" of the scene is the same as the type of it's root Node