

Simulation in Games and Medicine:

Session 07:

Robot animation

<http://physics.medma.uni-heidelberg.de/cms/>

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Preparation

Go through the video tutorials listed on https://github.com/ndee85/godot_tutorial_series/releases.

Task

This task focuses on cutout animation.

- Use the provided project as the basic Robot game.
- Add one more ground object above the current ground objects.
- Add to the character sprite one animation of winning gesture by raising the hands twice in two seconds.
- Update the script so that the winning animation is played only when the character lands onto the new ground object.
- Update the script so that the character responds to the key inputs only when the winning animation finishes.