

Computer Games Exercises: 2024s s01 (all)

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Answer header

Please put the author information in the header of all code files.

- `name` (Name)
- `coauthor list`

G02: Scripting

Preparation

Read the documentation further under *Getting started - Step by step*:

- [Scripting languages](#)
- [Creating your first script](#)

Referring to the GDScript reference, you should be able to react on user interactions, add nodes to a scene and play with node properties by code. You should also be able to handle the time between two frames.

Task

- In a new project, implement a scene with a Panel with the size (200, 200).
 - Add 1 Label to the Panel in the middle.
 - Add 1 Button to the Panel below the Label.
- Update the script to implement a counter.
 - When the scene is initialized, the label shows "Hello!" and the counter is disabled.
 - When the counter is disabled and the button is pressed, the counter is activated and the label shows dynamically the current time elapsed since this press.
 - When the counter is enabled and the button is pressed, the counter is deactivated and the label keeps showing the time value when the button is pressed.
 - It should be supported to activate and deactivate the counter multiple times.

Question

Write the answer of this question in the script file.

- Why is it important to know the time between two frames in a game?