Computer Games Exercises: 2024s s00 (all)

https://www.umm.uni-heidelberg.de/miism/

Contents

Answer header

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

- `name (Name)`

- `faculty (Fakultät)`

- `discipline (Studiengang)`

- `student number (Matrikelnummer)`

- `coauthor list`

G01: Instancing

Preparation

Go to `https://godotengine.org/` and download a matching stable release (4.0.2) for your system.

Visit `http://docs.godotengine.org/en/stable/` and read the documentation under *Getting started - Introduction* and *Getting started - Step by step*:

- *First look at Godot's editor*

- *Nodes and Scenes*

- *Creating instances*

Then you should be able to create a scene, add nodes to a scene and play with node properties to change their behavior.

Task

Read the source code of the provided game `"instancing"` and extend the game.

- Remove node `Wall8`.

- Add a new wall by duplicating one existing wall and move it to a new position.

- Add 5 nodes of balls, which automatically fall down at the beginning of the game.

- Set a different value of `Mass`, `Gravity Scale` or `Linear velocity` for every ball.