

GODOT WORKSHOP CHEAT SHEET

Project Link - <https://github.com/Shalin-developer/Godot-Game-Workshop>

Create Project, Import Files

Project Settings (Uncheck Resizable, Input Mapping)

Player

- CollisionShape3D (Set Shape and Size)
- Create Player.gd Script and attach it.

Game

- Create Area3D under Player
- Create CollisionShape3D under Area3D
- Create GameScript.gd and attach it to Game.
- Add Signal to Area3D.
- Change Code in GameScript.gd
- Attach SpawnScript.gd to SpawnManager
- Create MeshInstance3D *Position* (0 , 0 , -10.364)
Scale (17.7 , 2.426 , 12.975)
- Change the material MeshInstance3D.

yellowTrain

- Attach Move.gd Script
- Adjust CollisionShape3D under Area3D.

cargoTrain

- Attach Move.gd Script

baricade

- Attach Move.gd Script

ground

- Create EndPoint *Position* (0, 0.103, -17.892)
- Attach Ground.gd Script

home_menu

- Create UI Node
- Add MarginContainer
- Add VBoxContainer under MarginContainer
- Add Button (Adjust Text and FontSize) under VBoxContainer
- Add Bg.png Image (Resize)
- Create HomeScript.gd
- Add Signal (on_pressed)
- Change code in HomeScript.gd
- Save scene as home_menu

end_menu

- Attach HomeScript

Project Settings (Initial Screen Setting, icon setting)