**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 (Intial Screen Setting, icon setting)**