Day 6 – The final gimmick gameplay changes

I managed to write working path coupling code. Since the wheel node doesn’t depend on being a child of a PathFollow2D node, making it work was just a matter of aligning the wheel’s position with the point at which it is supposed to jump over to the next path, change PathFollow2D node reference, and then move the remainder of the distance.

< insert drawing of the thing happening here >

It was similar to writing a collision checking function.