

GDScript Cheat Sheet

- **Declaring variables:**
 - var x = 10
 - var y = 10.5
 - var z = "Hello World!"
- **Arrays:**
 - var my_array = [0,1,2,3] # array = [0,1,2,3]
 - my_array.append(10) # array = [0,1,2,3,10]
- **If statements:**
 - And syntax:
 - and <OR> &&
 - Or syntax:
 - or <OR> ||
 - Greater than/ Greater than or equal to:
 - >
 - >=
 - Less than / Less or equal to:
 - <
 - <=
 - if x > 5 and x < 10:
 - #do something
 - elif x >= 10 and x < 20:
 - #do something
 - else:
 - #do something else
 - if z == "Hello World!":
 - #do something
 - if x > 5 and y <= 15:
 - #do something
- **Loops:**
 - For:
 - for counter in range(0,10):
 - print(counter) # prints 0, then 1, then 2 ...then 9
 - #counts from 0 to 9, iterates 10 times
 - While:
 - var counter = 0
 - while counter < 10:
 - # do something
 - Counter += 1
- **Functions:**
 - func do_something():
 - #do something

- `func do_something(parameter1, parameter2):`
 `#do something`