

# How to use Godot Playground

Godot Playground is an addon for Godot that add a lot of new 2D nodes. These nodes contain scripts that allow you to prototype simple games without coding.

## GitHub repository

The project can be cloned from this repos : <https://github.com/anthonymc06/GodotPlayground>

## Getting started

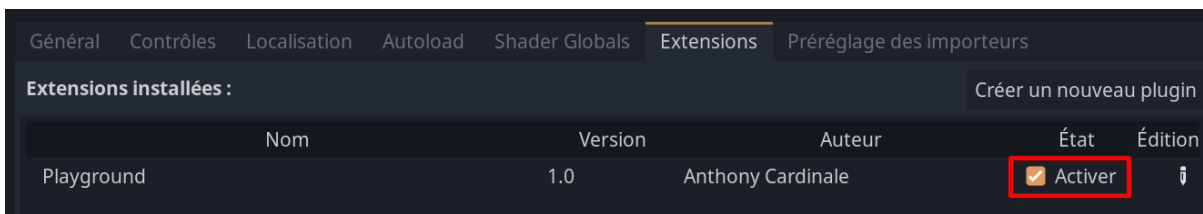
Godot Playground has been developped in C# .NET for Godot 4.1.

To start using Godot Playground, download Godot Playground on GitHub and copy all files to your Godot Project.

You must **build** .NET project before activate the extension.

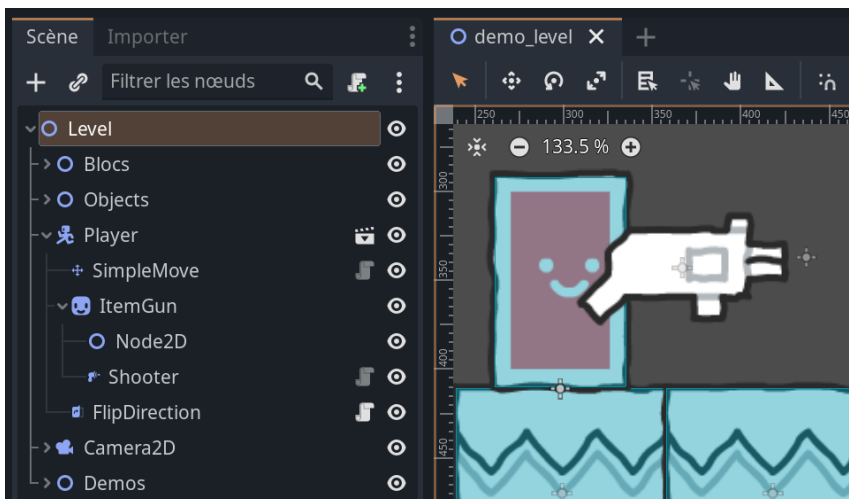
Forward+ ▾ Build

Go to « Project / Project settings » then « Extensions » and activate « Playground » :



Once the extension is installed, a bunch of new 2D nodes will appear in nodes list.

You will find in the project a **demo** scene using some Playground nodes. This demo will help you to understand how to use these nodes.








## Nodes types

There are 3 types of nodes :

- **Classic** nodes
- **Action** node (Contains a function that can be called)
- **Conditions** node (Call a function of an Action node if the condition is met)

All nodes must be instantiated as a child of a main node because only the parent is affected by Playground nodes.

## Nodes list

Icon	Name	Description
	ActionDestroy	This action destroy an object when called.
	ActionInstantiate	This action instantiate a scene when called.
	AutoMove	Add this node as a child of a <b>Node2D</b> , set a direction and the Node2D will move.
	AutoRotate	Add this node as a child of a <b>Node2D</b> , set the speed and the node will rotate.
	ConditionBodyEntered	This node allows you to create a « body entered » condition. If a body enter the Area2D, the condition is met and you can call an action.
	ConditionKeyPressed	This node allows you to create a « key pressed » condition. If the key is pressed, you can call an action.
	DestroyAfterDelay	Add this node as a child of an object. Set a delay. The parent node will be destroyed after the delay.
	Flip	Add this node as a child of your character. Then the character will face the walking direction.
	Follow	Add this node as a child of an object like a <b>Camera2D</b> , set a target and your object will follow the target.
	Ladder	Add this node as a child of an <b>Area2D</b> . When a CharacterBody2D is in this Area2D, the CharacterBody2D will be able to climb. This node is perfect to create ladders.
	Patrol	Add this node as a child of a <b>CharacterBody2D</b> . Set the speed and the waypoints. Then, your CharacterBody2D will patrol following waypoints.
	Shooter	Add this node to your scene. Set the keyboard key, the spawn position, the bullet to spawn and the shot power. Then, when the key is pressed, the bullet is instantiated and position and propelled. This node is adapted to create guns.
	SimpleMove	Add this node as a child of a <b>CharacterBody2D</b> and your CharacterBody2D will be able to move and jump.
	Spawn	Add this node to your scene, set the keyboard key, the spawn position (Node2D) and the scene to spawn and then, when you press the associated key, the scene will be instantiated at position.
	SpawnRepeating	Add this node to your scene. Set the delay, the spawn position (Node2D) and the scene to spawn. Then, the scene to spawn will be instantiated as long as the SpawnRepeating node will be present in your scene.
	TorqueMove	Add this node as a child of a <b>RigidBody2D</b> and set the force. Then the RigidBody2D will be able to move with a torque force using left and right arrows.
	Trampoline	Add this node as a child of an <b>Area2D</b> . Add a collider and set the jumpForce. When a player jump on a trampoline, he is propelled up.