

Pract- 1 Create a blank Unity 2D project and write a Hello World Script.

Steps in Godot

1. Open Godot

- Start Godot.
- Click **New Project**.
- Give it a name like **HelloWorld2D**.
- Choose a folder to save it.
- Select **OpenGL ES 3.0** (default is fine).
- Click **Create & Edit**.

2. Create a 2D Scene

- On the left, click **2D Scene** (the blue square icon).
- This will add a **Node2D** to your scene.
- Rename it (on the top left) → call it **Main**.

3. Add a Label (to show text)

- With **Main** selected, click the + button (top left).
- Search for **Label**.
- Click it → Add.
- Now you see “Label” under Main.
- Select Label → In the right panel, find **Text** property → type **Hello World!**.
- You should see it on the screen.

4. Save the Scene

- Press **Ctrl+S** (or File → Save Scene).
- Save it as **Main.tscn**.

5. Attach a Script

- Click on the **Main** node.
- On the top, click the **Scroll (Attach Script)** icon.
- Leave everything as default, name it **Main.gd**, and press **Create**.

6. Write the Script

Godot will open a code editor. Replace the code with this:

extends Node2D

```
func _ready():  
    print("Hello World!")
```

7. Make It Run First

- Go to **Project** → **Project Settings** → **Run** → **Main Scene**.
- Click the folder icon → pick **Main.tscn**.
- Close the window.

8. Play It

- Press the **Play ► button** on top.
- You'll see your game window open with **Hello World!** text on screen.