Pract-6 Add a 2D player sprite and move it using keyboard/touch

Step 1 – Open Godot and start a new game

1. Open the Godot app.
2. Click **New Project**.
3. Give it a name, like `PlayerSprite`.
4. Pick a folder where you want to save it.
5. Click **Create & Edit** – this will open your game!

Step 2 – Create your Player

1. Click on the top-left "Scene" → "+" → Add **Node2D**.
2. Name it `Player`. That's your game's hero!

Step 3 – Add a picture for your player

1. Click on your `Player` → Add **Sprite2D**.
2. In the right side (Inspector), click on the box next to **Texture** → click **Load** → choose a picture of a character.

Step 4 – Add a collision shape

1. Click on `Player` → Add **CollisionShape2D**.
2. In Inspector, click **Shape** → **New RectangleShape2D**.
3. Adjust the rectangle so it covers your player image.

Step 5 – Teach your player how to move

1. Select the `Player`.
2. Click **Attach Script** → choose **GDScript** → click **Create**.
3. Copy and paste this code:

(Where to find "Attach Script" in Godot

1 First, make sure you have your Player node selected.

- Look at the **Scene panel** on the left.
- Click on `Player` → it should highlight in blue.

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2 Now, look at the top of the screen.

You'll see several buttons like **Scene**, **Import**, **Debug**, etc.

- Right next to the name of your scene (`Player.tscn`), there is a button that looks like a **paper with a pencil** — this is **Attach Script**.

➞ Click that!

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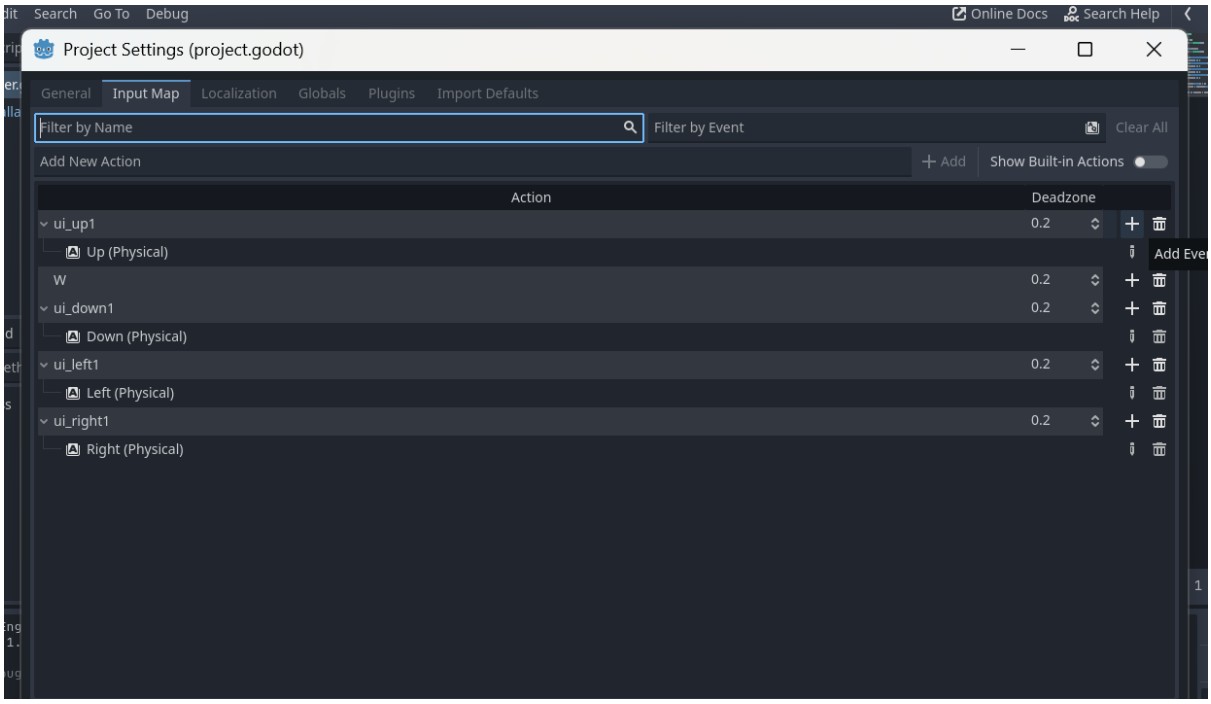
Now add this script in Player.tscn

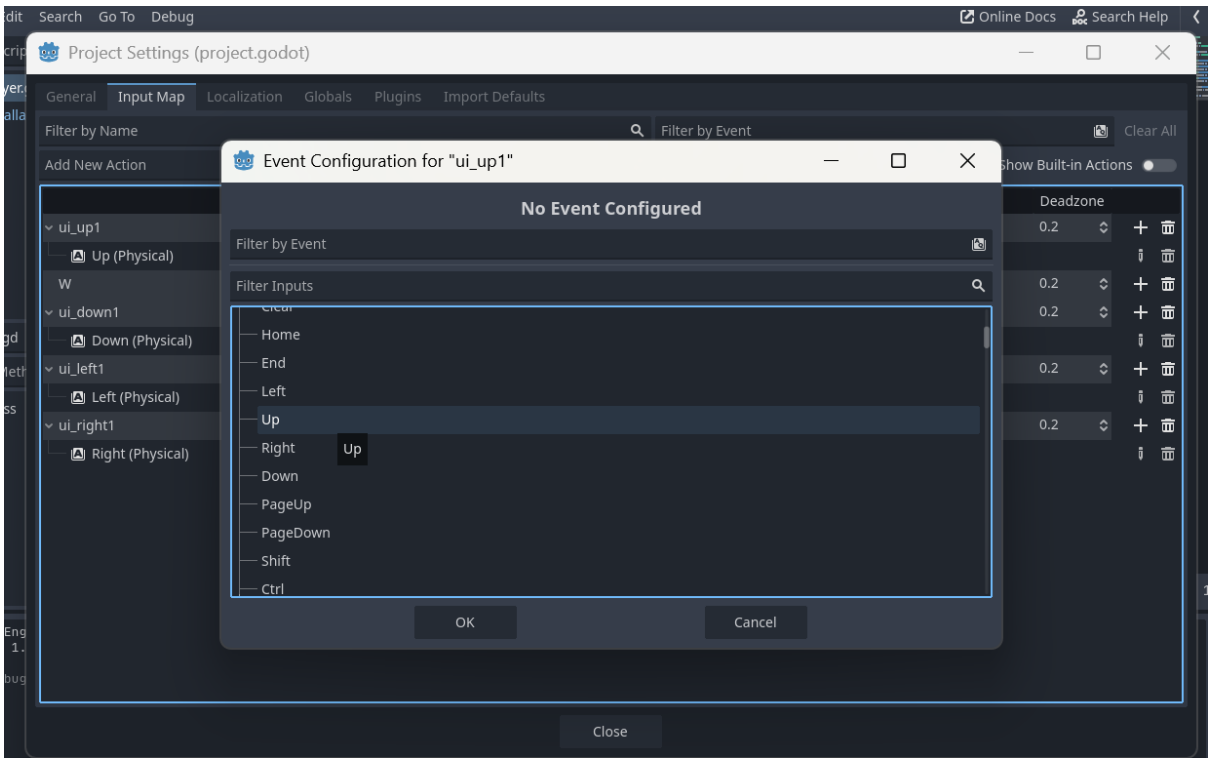
```
extends Node2D

var speed = 200

var velocity = Vector2.ZERO

func _process(delta):

    velocity = Vector2.ZERO

    if Input.is_action_pressed("ui_right1"):

            velocity.x += 1

    if Input.is_action_pressed("ui_left1"):

            velocity.x -= 1

    if Input.is_action_pressed("ui_down1"):

            velocity.y += 1

    if Input.is_action_pressed("ui_up1"):

            velocity.y -= 1

    if velocity.length() > 0:

            velocity = velocity.normalized() * speed

    position += velocity * delta
```

Step 6 – Teach the game which keys you want to use

1. At the top, click **Project → Project Settings → Input Map**.
2. Add new actions:

- Type `ui_up` → click **Add** → click it and add **W** and **Up Arrow**.
- Do the same for `ui_down`, `ui_left`, and `ui_right`.





Step 7 – Make a new Main Scene

1. Click **Scene → New Scene**.
2. Add **Node2D**, call it or name it **`Main`**.
3. Save it.

Step 8 – Put your player into the main scene

1. Click **+ → Instance Scene** → choose `Player.tscn`.
2. Now your player is inside the main scene!

(How to add your Player to the Main scene)

• In the **Scene panel**, make sure `Main` is selected.

• Click the **+ (Add Child Node)** button → it adds nodes inside `Main`.

• But instead of adding a new node, we want to **add something that already exists**.

• So , click the **Folder icon** next to **Instance a Scene** at the top of the Scene panel (or click **Scene → Instance Scene...** from the top menu).

•A file chooser window appears.

• Find and select your `Player.tscn` file.

• Click **Open**.

Now your Player is “inside” the Main scene!

Step 9 – Run and play!

1. Click **Play (F5)** at the top.
2. Use the arrow keys or **up, down, left, right** to move your character!

If F5 couldn’t work then use this