

## Pract- 2 Add a background image and basic game canvas


### 1. Get Your Image Ready

- Find or draw a picture you want as your background (like sky, grass, space, etc.).
- Save it as **PNG or JPG**.
- Put the file inside your project's **res://** folder.
  - You can just **drag and drop** it into the FileSystem panel in Godot (bottom left).

### 2. Create a 2D Scene

- In Godot, click **2D Scene** (blue square icon).
  - This gives you a **Node2D**.
  - Rename it → call it **Game**.
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### 3. Add a Sprite for Background

- With **Game** selected, click the + button.
  - Search for **Sprite2D** → add it.
  - Rename it → **Background**.
  - In the Inspector (right side), under **Texture**, click the empty box.
  - Select your background image file.
  - Now your picture shows up in the game canvas! 
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### 4. Fit the Image to the Screen (Optional)

- If your image is too small or too big:
  - Select **Background**.
  - In Inspector → Transform → Scale → change values (like 2, 2 to make it bigger).

### 5. Save the Scene

- Press **Ctrl+S**.
  - Save as **Game.tscn**.
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### 6. Make It Run

- Go to **Project** → **Project Settings** → **Run** → **Main Scene**.
- Pick **Game.tscn**.
- Press **Play** ►.

