Scene Creation and Usage

**Instructions**: Use the knowledge gained in the lesson to create and use scenes in Godot Engine. Download the 2D Asset pack, unzip it and utilize it in the following activities.

# Activity 1: Node Hierarchy

Create a simple game scene and arrange nodes in a hierarchy. Write a brief explanation of how the nodes interact with each other.

# Activity 2: Node Duplication and Property Change

Instructions: Duplicate a node in a scene and change its properties. Explain the purpose of duplicating nodes in game development.