

In order for this game to be playable, there are still a few things needed. There are no directions for the player at the moment, so they will have to use their intuition to play the game. When the player enters the door to signify a level is finished, there needs to be a screen to take the player there or transport the player to the new level. The game also needs to restart on the death. The signal prints death when the enemy touches the player but the level should be restarted. More levels also need to be added.

Key Script

```
1  extends Area2D
2
3  signal door_opened
4  var key_taken = false
5  var door_open = false
6
7  |
8
9  func _on_body_entered(body: PhysicsBody2D):
10    if key_taken == false:
11      key_taken = true
12      $Key3.queue_free()
13
14  func _process(delta):
15    if key_taken == true:
16      if door_open == false:
17        door_open = true
18        print ("door opened")
19        emit_signal("door_opened")
20
```

player script

```
1  extends CharacterBody2D
2
3
4  const SPEED = 500.0
5  const JUMP_VELOCITY = -500.0
6
7
8  func _physics_process(delta: float) -> void:
9    if not is_on_floor():
10      velocity += get_gravity() * delta
11
12    if Input.is_action_just_pressed("ui_accept") and is_on_f
13      velocity.y = JUMP_VELOCITY
14
15    var direction := Input.get_axis("ui_left", "ui_right")
16    if direction:
17      velocity.x = direction * SPEED
18    else:
19      velocity.x = move_toward(velocity.x, 0, SPEED)
20
21    move_and_slide()
22
23
24  func _on_hitbox_body_entered(body: CharacterBody2D) -> void:
25    print("Death")
26
27
28  func _on_area_2d_body_entered(body: CharacterBody2D) -> void
29    print("D")
30
```

Door Script

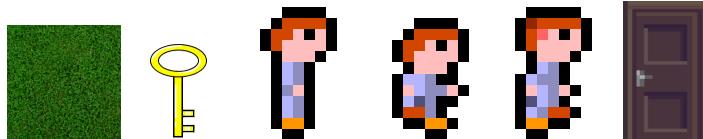
```
1  extends Node2D
2
3
4  func _ready():
5    $opened.visible = false
6    $closed.visible = true
7
8  func _on_area_2d_door_opened():
9    $opened.visible = true
10   $closed.visible = false
```

enemy script

```
1  extends CharacterBody2D
2
3  var run_speed = 350
4  @onready var player = $"../Player"
5
6  # Got this function from https://kidscanode.org/godot_recip
7  func _physics_process(delta):
8    velocity = Vector2.ZERO
9    if player:
10      velocity = position.direction_to(player.position) *
11      move_and_slide()
12
13
14  func _on_hitbox_body_entered(body: CharacterBody2D) -> void:
15    pass
16
```

Works Cited

I used the website open game art to get textures and icons for my game that are in the creative commons. All of these are from the website with their own links.



<https://opengameart.org/content/30-grass-textures-tilable>

<https://opengameart.org/content/key-1>

<https://opengameart.org/content/walking-animation>

<https://www.youtube.com/watch?v=tN76BJ2XyDQ>

<https://opengameart.org/content/pixel-art-door>

<https://www.youtube.com/watch?v=tN76BJ2XyDQ>

I used this link to help find a way to open the door when the key is collected.

https://kidscancode.org/godot_recipes/4.x/ai/chasing/index.html

I used this website to help get the enemy to chase the player around the screen.