

Godot Engine

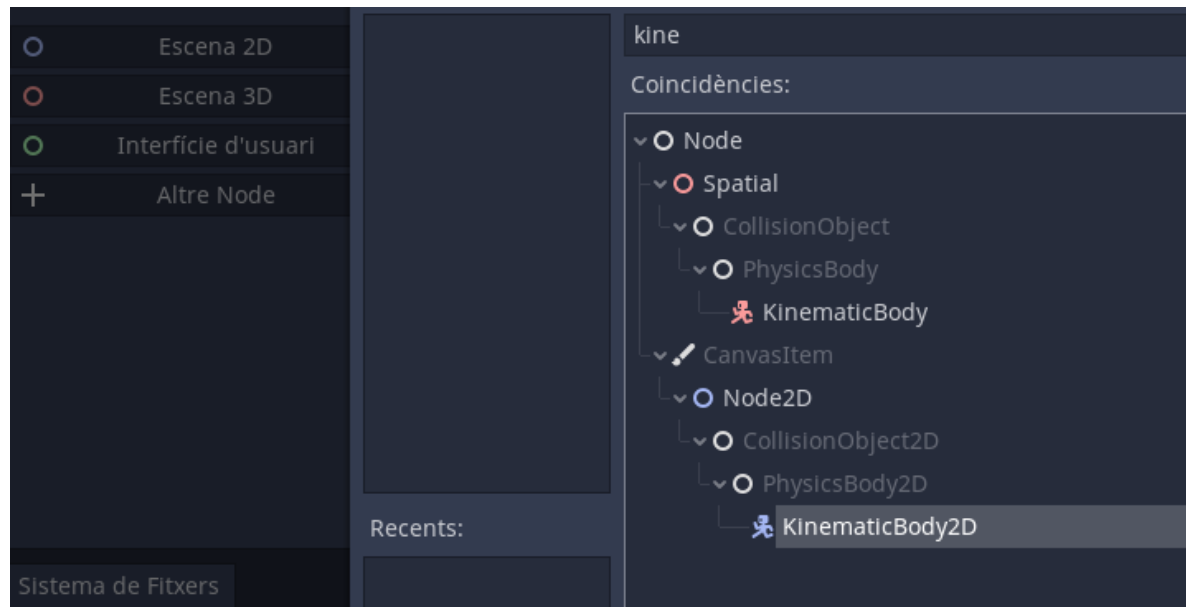
Karim Lemaallam

Crear un nou projecte

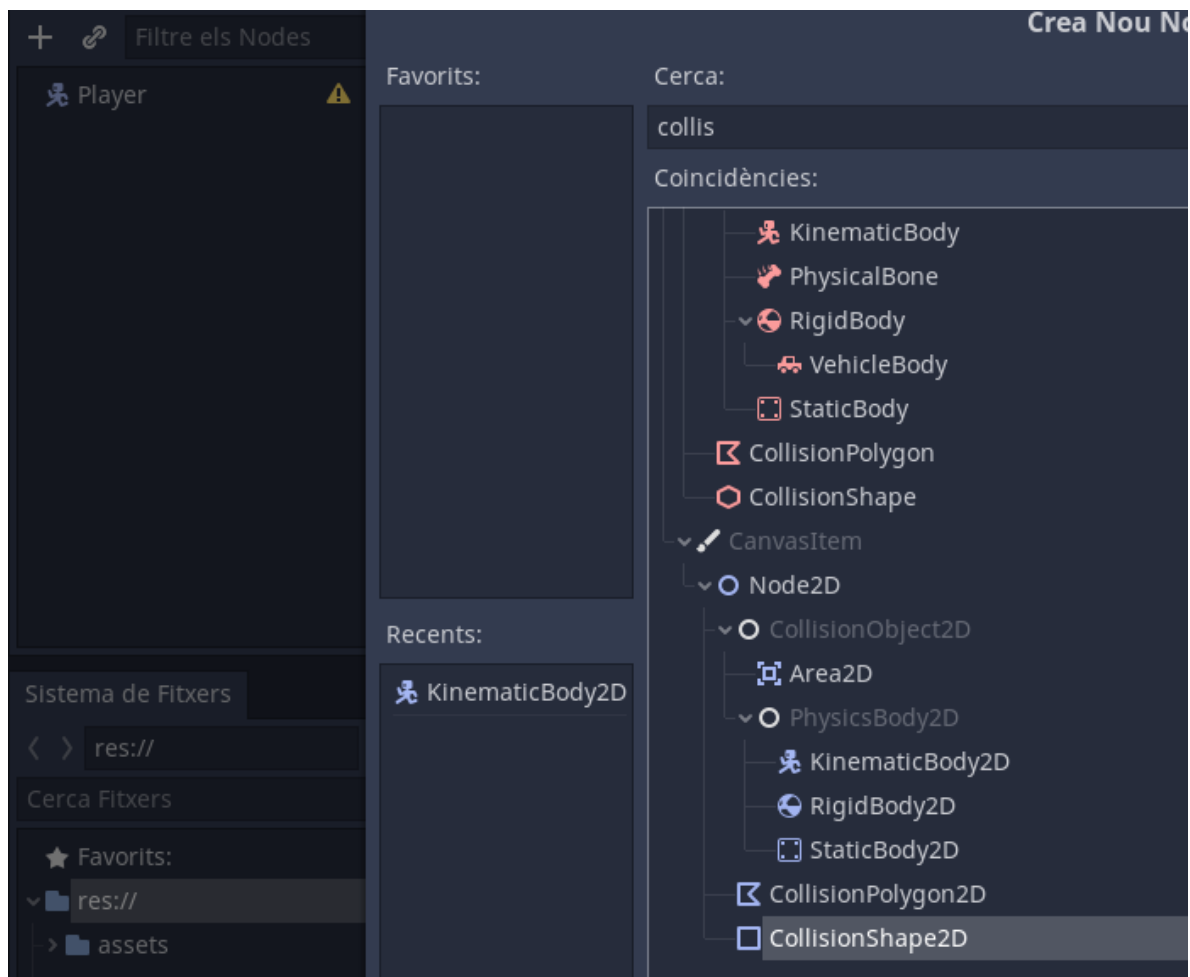
- Mostra apartats
- Afegim carpeta assets

Personatge

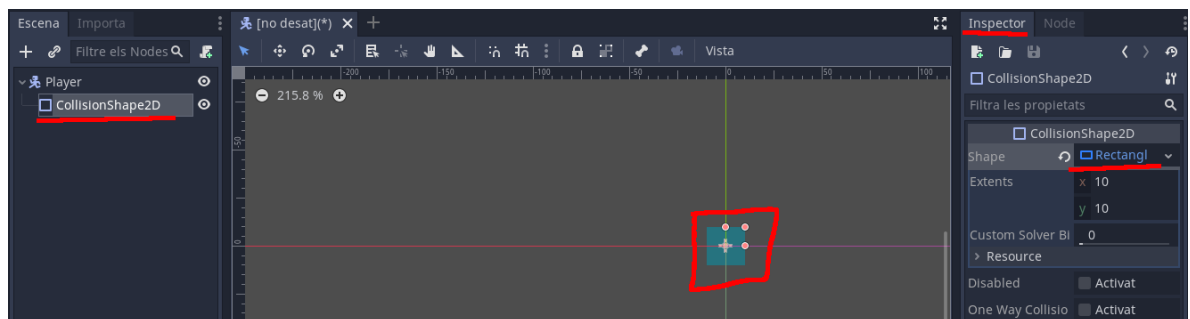
- Creem una nova escena
- Afegim un node - kinematicbody2D



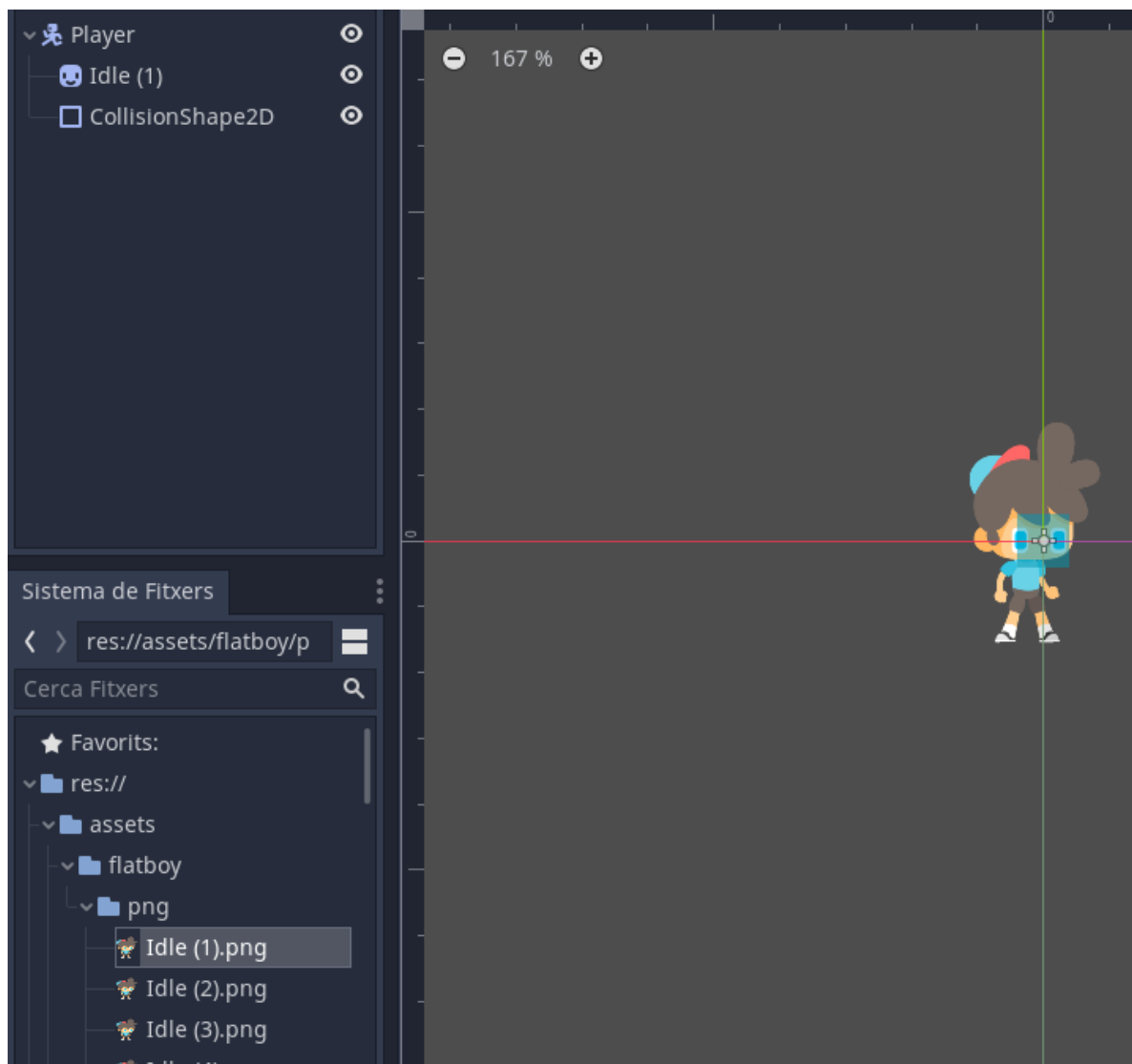
- Afegim un altre node - CollisionShape2D



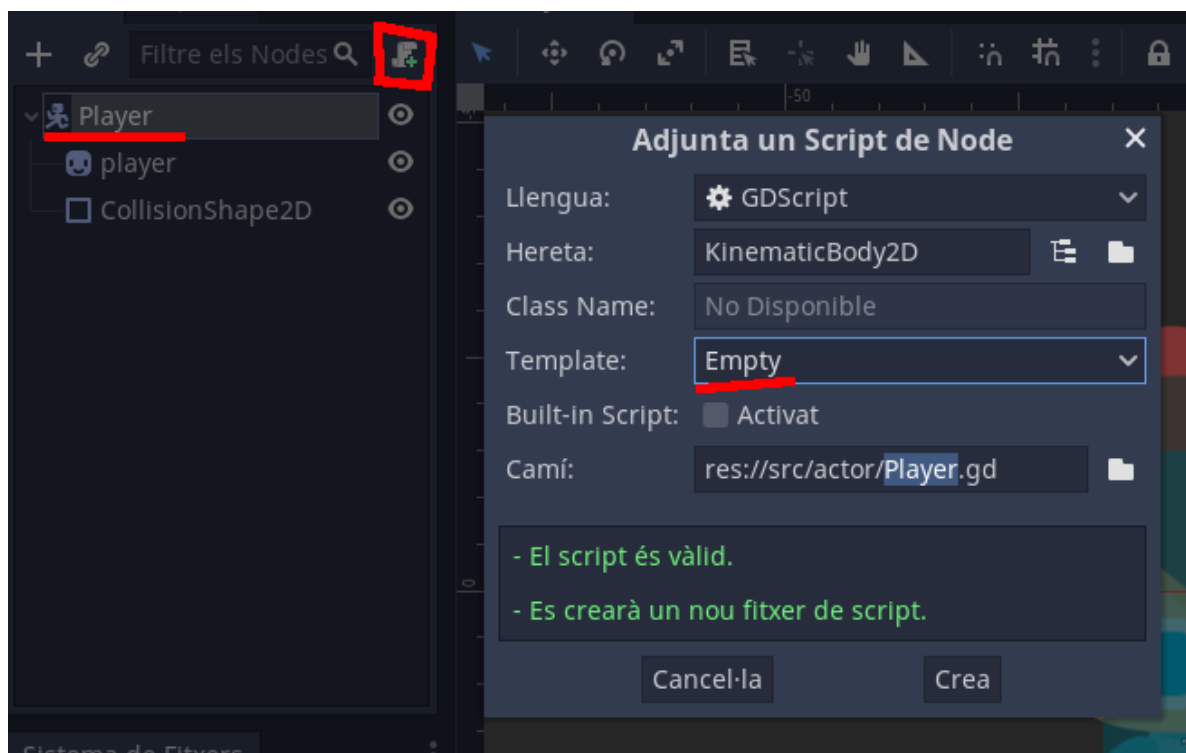
- Ara afegirem una capsula de colisió



- Afegim al personatge, l'arroseguem de de la carpeta Assets i el coloquem dalt de la Colisió



- Creem l'escript del jugador



- Afegirem gravetat i velocitat al jugador

Actor.gd

```

#hereda del node kinematicBody2D
extends KinematicBody2D
class_name Actor

const FLOOR_NORMAL: = Vector2.UP
# afegir una maxima velocitat
export var speed: = Vector2(300.0, 1000.0)
export var gravity: = 4000.0

var velocity: = Vector2.ZERO

func _physics_process(delta: float) -> void:
    velocity.y += gravity * delta

```

Player.gd

```

# hereda la classe actor
extends Actor

func _physics_process(delta: float) -> void:
    var direction: = get_direction()
    velocity = calculate_move_velocity(velocity, direction, speed)
    velocity = move_and_slide(velocity, FLOOR_NORMAL)

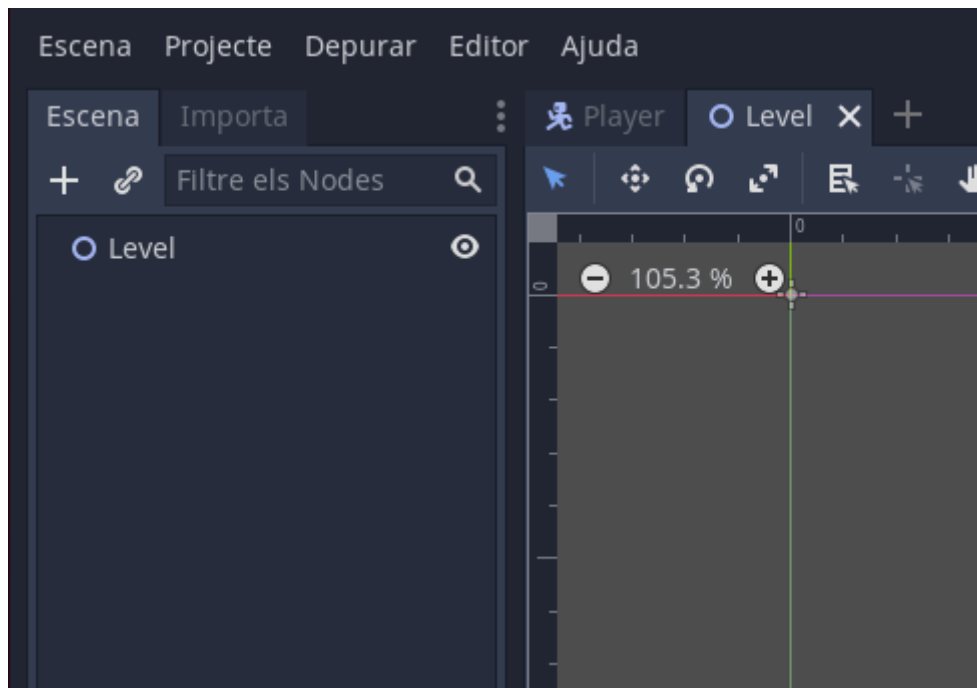
func get_direction() -> Vector2:
    return Vector2(
        Input.get_action_strength("move_right") -
        Input.get_action_strength("move_left"),
        -1.0 if Input.is_action_just_pressed("jump") and is_on_floor() else
        0.0
    )

func calculate_move_velocity(
    linear_velocity: Vector2,
    direction: Vector2,
    speed: Vector2
) -> Vector2:
    var new_velocity: = linear_velocity
    new_velocity.x = speed.x * direction.x
    if direction.y == -1.0:
        new_velocity.y = speed.y * direction.y
    return new_velocity

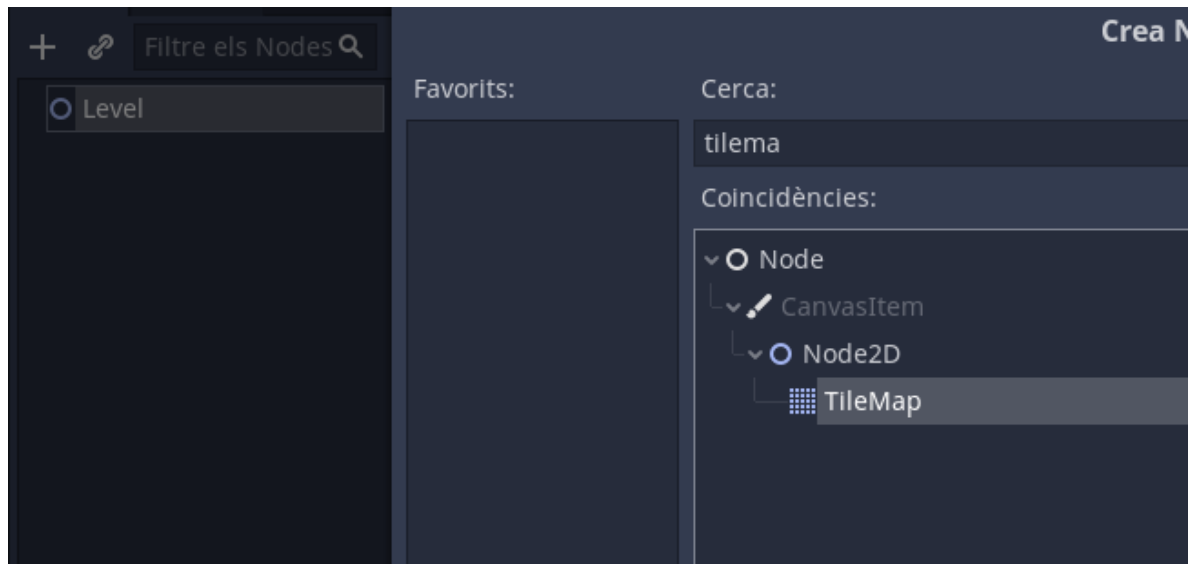
```

Escena nivell

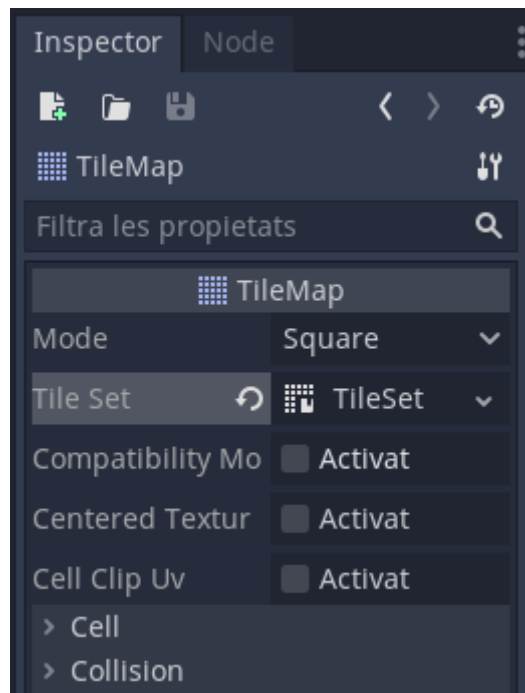
- Afegim una nova escena 2D



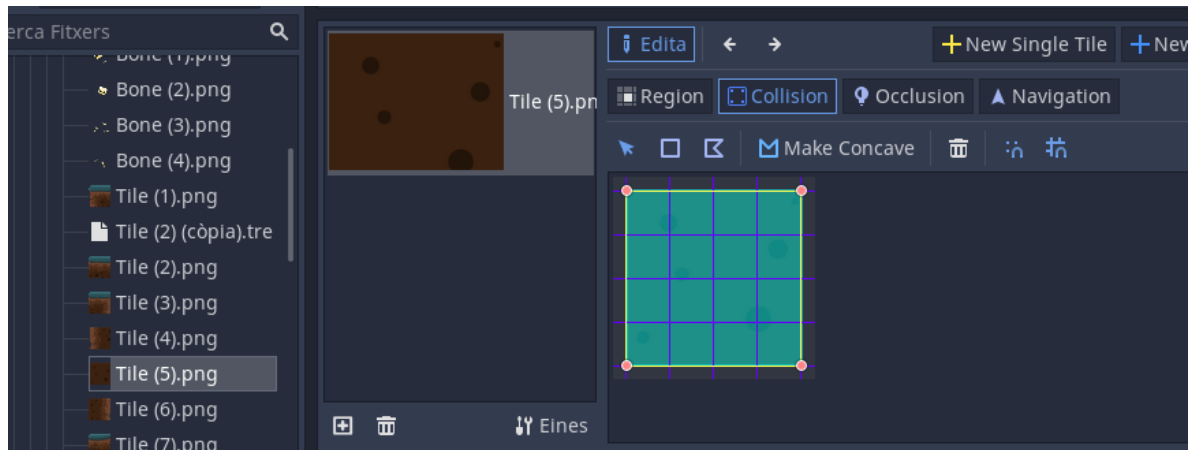
- Afegim el nodo Tilemap



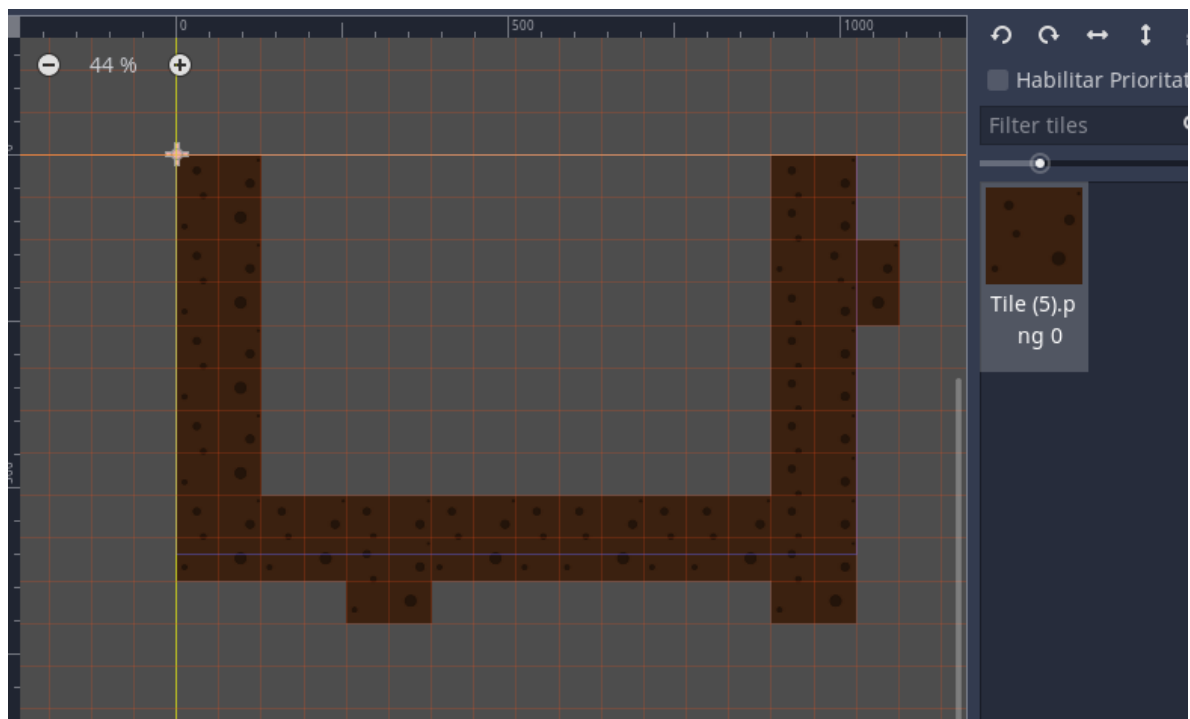
- Afegim un nou tileset



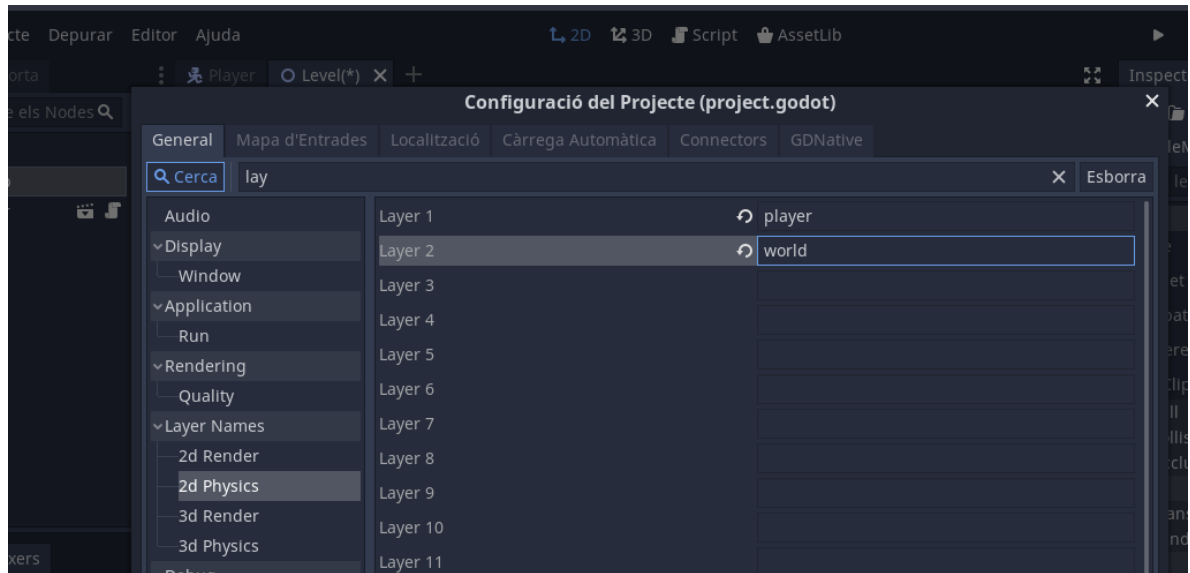
- Fem doble clic al tileset i afegim una imatge i seleccionem la part que volem i li afegim una colisió



- Podem crear el nostre nivell



- Anem a project settings i nomenem a dos capes amb player i world



- Afegim al personatge al nivell

