**GODOT 3.0**

* *Node*:
  + Literally everything is a node
  + Includes:
    - Name
    - Properties
    - Callback: functions to make node react to things
    - Extendable: write code to made node to more things than it already does
  + Arranged in a tree
    - Only 1 parent
    - Can have any # of children
* *Scene:*
  + A tree of nodes grouped together
* *Delta:*
  + Script
  + Changes time to pixels/second
  + \* delta for movement
  + Allows the sprite to move at that speed, regardless of frame rate
    - Think, lag in COD; person is still moving, you just might be lagging
* Project Settings
  + Physics 2D
    - Layers
      * Different layers allow things not to hit each other
      * To do this, go to the scene, and under PhysicsBody2D, set the layer to what you want, and the mask to things that can collide / hit it

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* **KinematicBody2D:** 
  + Not affected by physics at all
  + More simple
  + Auto generated physics in world
  + Good for doors and bridges opening