# Making Animations

A screenshot of a video game

Description automatically generatedA screenshot of a computer

Description automatically generatedTo make an animation, you need to use an AnimatedSprite2D. Once you have this, it needs to be assigned Sprite Frames. The sprite frames are what actually make up the animation. You select the frames and the order that they go. Now you have an animation! If you want it to be your default animation, select the third button on the right that looks like an arrow with an A in it.

# Playing Animations

Playing animations is very simple. It can either be with the AutoPlay button, or with a single line of code.



This is the line of code. You reference the AnimatedSprite2D who’s animation is to be played, and call **.play()** on it. If the loop button is enabled, the animation will keep playing over and over again. If it’s not, it won’t.

# Making Reusable Sound Effects

To make a reusable sound effect, you need an AudioStreamPlayer2D. Once this is created and assigned a sound to play, it can be called just like an animation. Also just like an animation, the sound plays once and then ends, unless it’s set to loop.



Here are the three sound effects that we use in the infinite runner. The background music is only used once, but the jump and crash are used multiple times, each time the player jumps and crashes.

A screenshot of a music player

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