<https://github.com/spencersmith24/CS315-Godot-Exercises>

# Changing Scenes

A blue text on a black background

Description automatically generated

To change scenes, you simply use the *change\_scene\_to\_file(“scene file path”)* function. In the case of this game, it only changes the scene if the score is equal to 5. Changing scenes is required if your game has more than one level, and it should. Games should have a main menu, the levels, a game over, etc., and they’re all different scenes.

# Creating collectibles and communicating with a game controller

A computer screen with blue text

Description automatically generated

By using the on\_body\_entered signal from the coin, I’m able to tell the game controller when to run the coin\_collected function. This snippet of code is in the coin script, but by using the double get\_parent, it gets the root node and is able to call its functions.

A black background with white text

Description automatically generated

This is the coin\_collected function, which increases the score and updates the score label. This function is attached to the root node, which is in charge of managing the global aspects of the game.

# Tilemaps vs tilesets

A tileset is literally the set of tiles that is to be used by the tilemap. The tilemap is what allows you to actually draw the level in the viewport. Without having a tileset, the tilemap cannot do anything. It’s like telling a painter to paint with no paint.

# How one might design for challenge at several levels of skill / ability

You can design challenge for different skills levels by making the earlier levels a bit easier (less holes to fall in, less enemies, less coins to collect), and making the later levels harder (more of those things). This ensures that the “bad” players can still play the game without feeling like it’s impossible.

For example, this is my first level. The coins are pretty easy to collect, and there aren’t many holes to fall into.A video game with a flower and boxes

Description automatically generated

Compare that to my second level, which has the same number of coins, but a lot more places where someone might fail.

A screenshot of a video game

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