

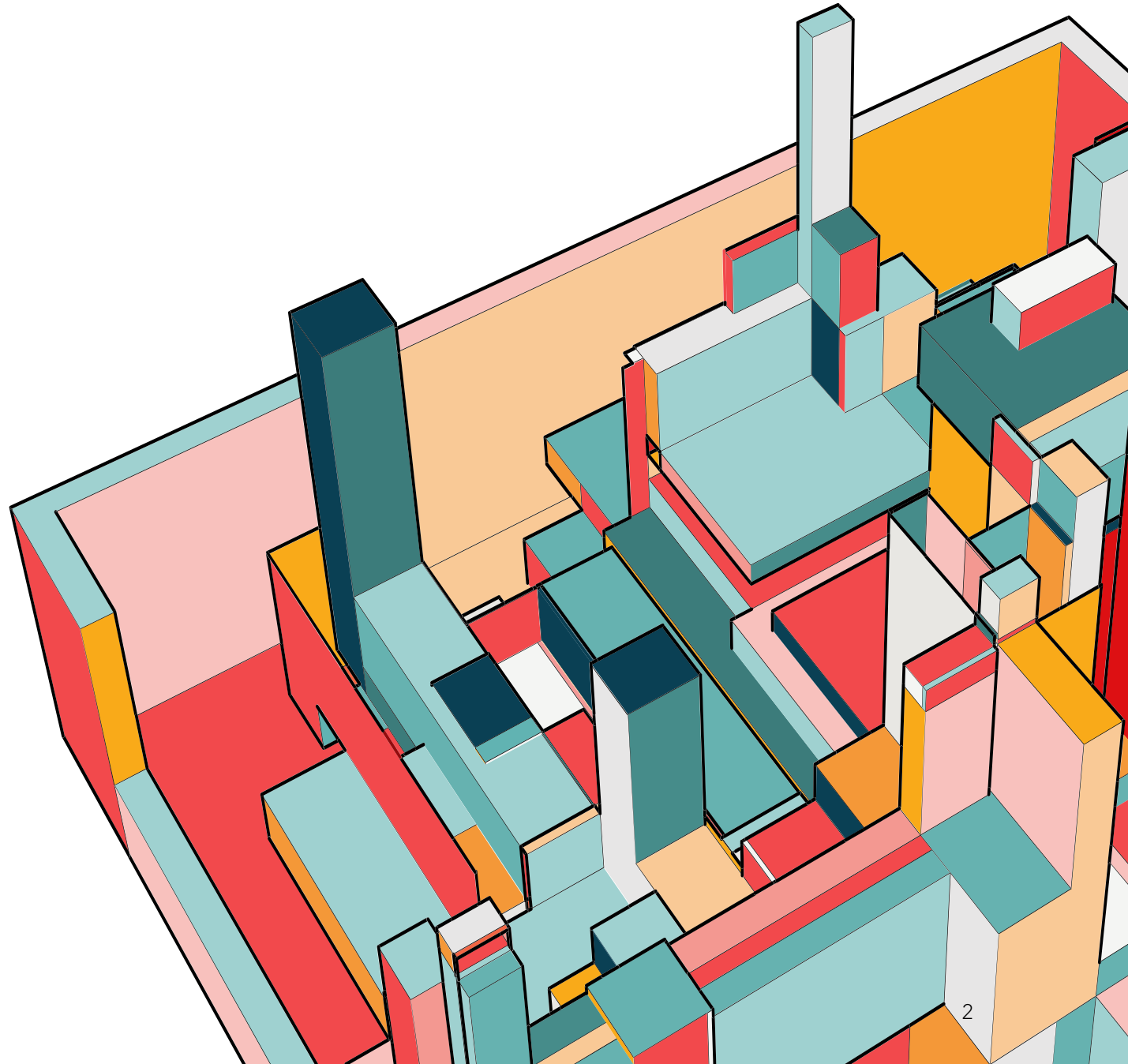


SPIELEENTWICKLUNG OHNE VORWISSEN



Session 2

ROADMAP

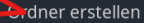
1. Projekt erstellen
2. Godot UI
3. Nodes
4. CharacterBody2D
5. Steuerung

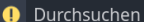


PROJEKT ERSTELLEN

- 1  Godot_v4.1.3-stable_win64.exe
- 2  Godot_v4.1.3-stable_win64_console.exe

Erstelle neues Projekt

Projektname: **4**
session1 **5** 


Projektpfad:
D:/repos/gts-2023 

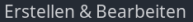
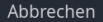
Der ausgewählte Pfad ist nicht leer. Ein leeres Verzeichnis wird dringend empfohlen.

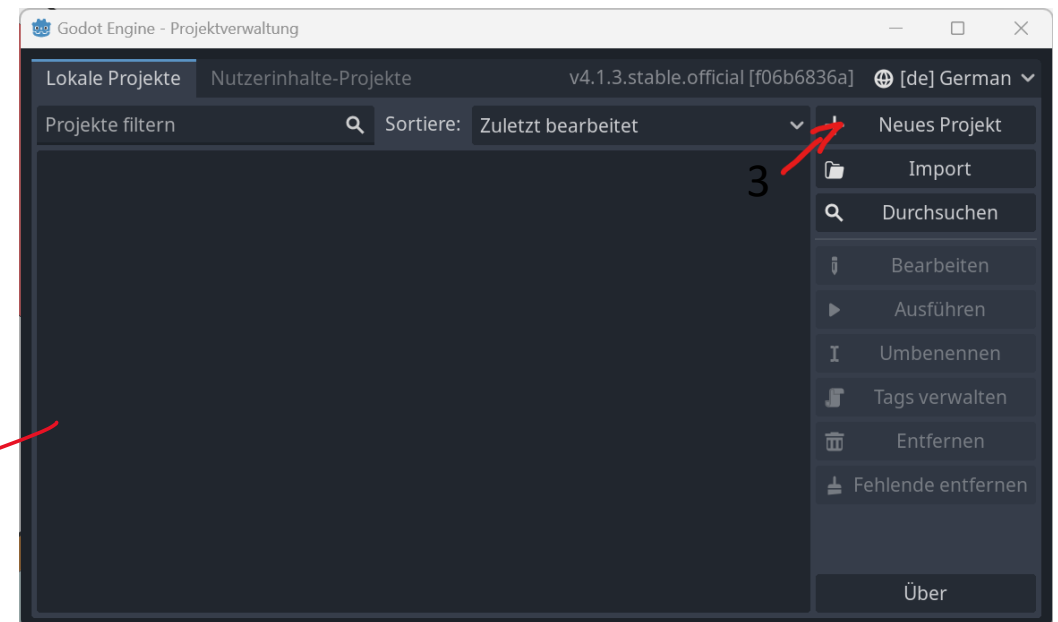
Renderer: **6**

- ☐ Forward+
- ☐ Mobil
- ☒ Kompatibilität

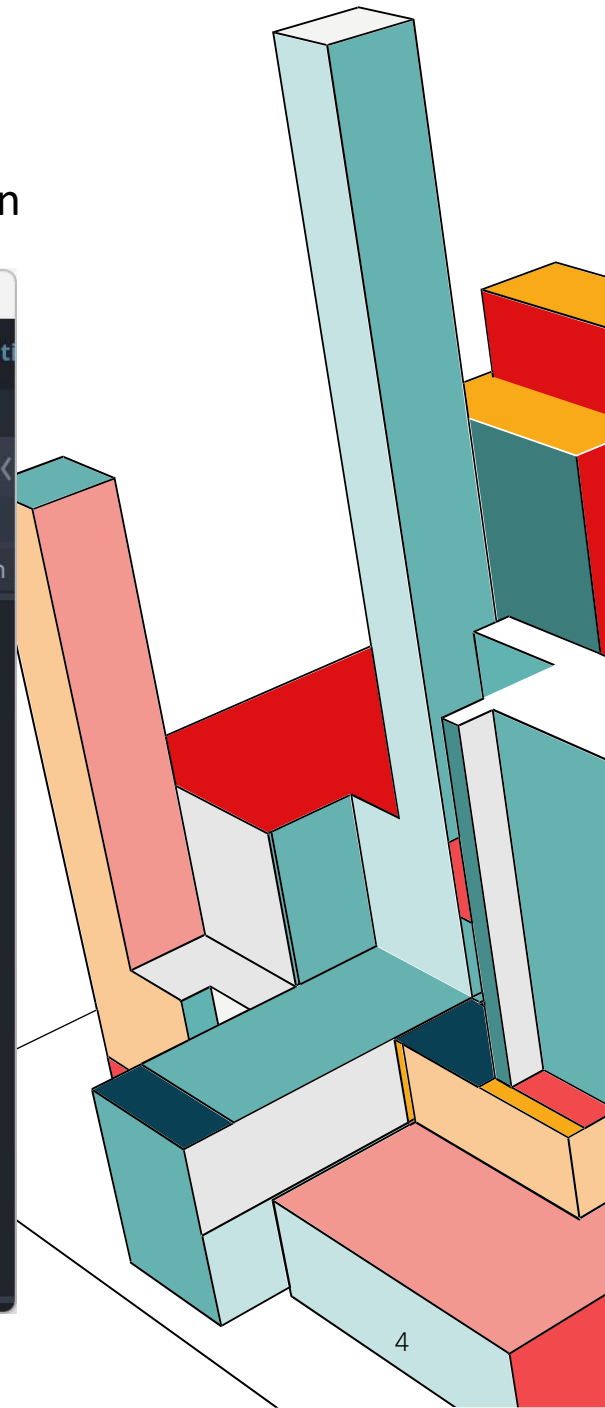
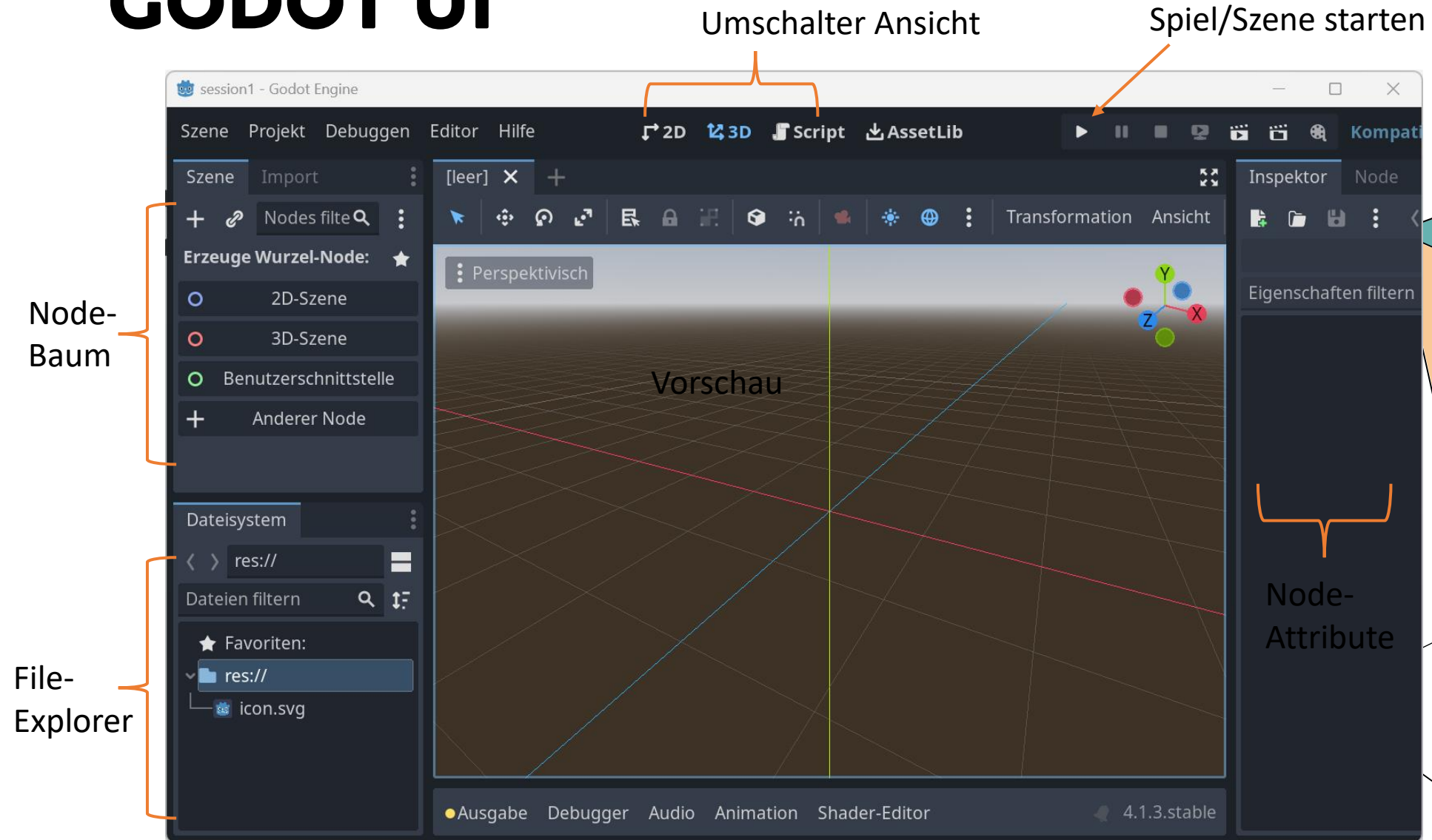
Ein Wechsel des Renderers ist jederzeit zulässig, bereits vorhandene Szenen müssen dabei unter Umständen angepasst werden.

Metadaten der Versionsverwaltung: Git 

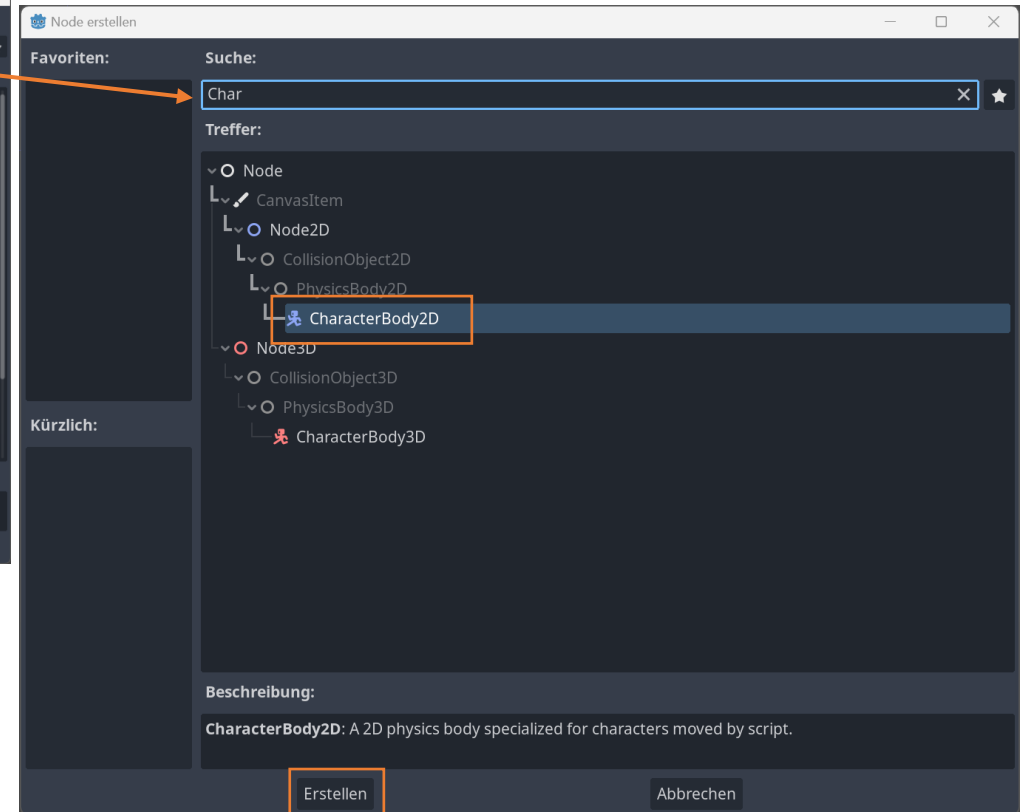
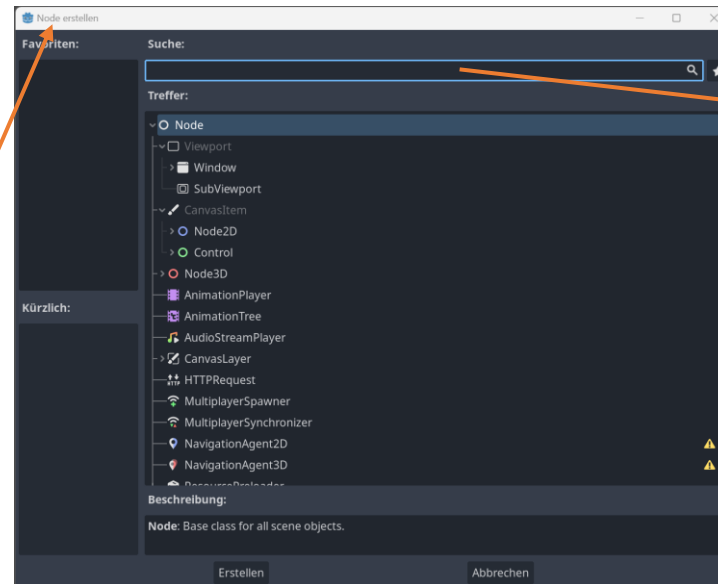
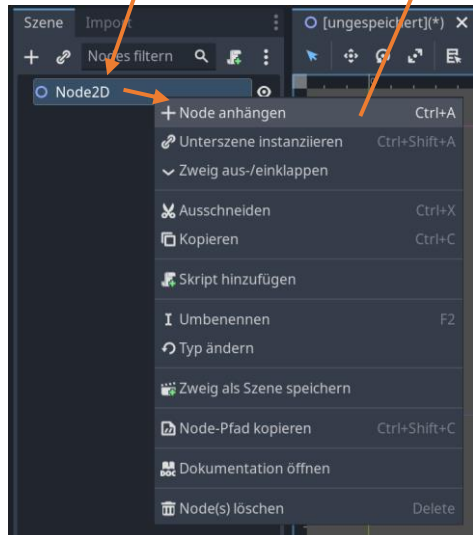
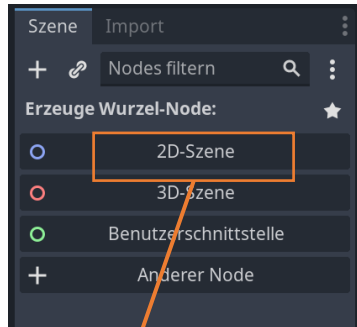
7  

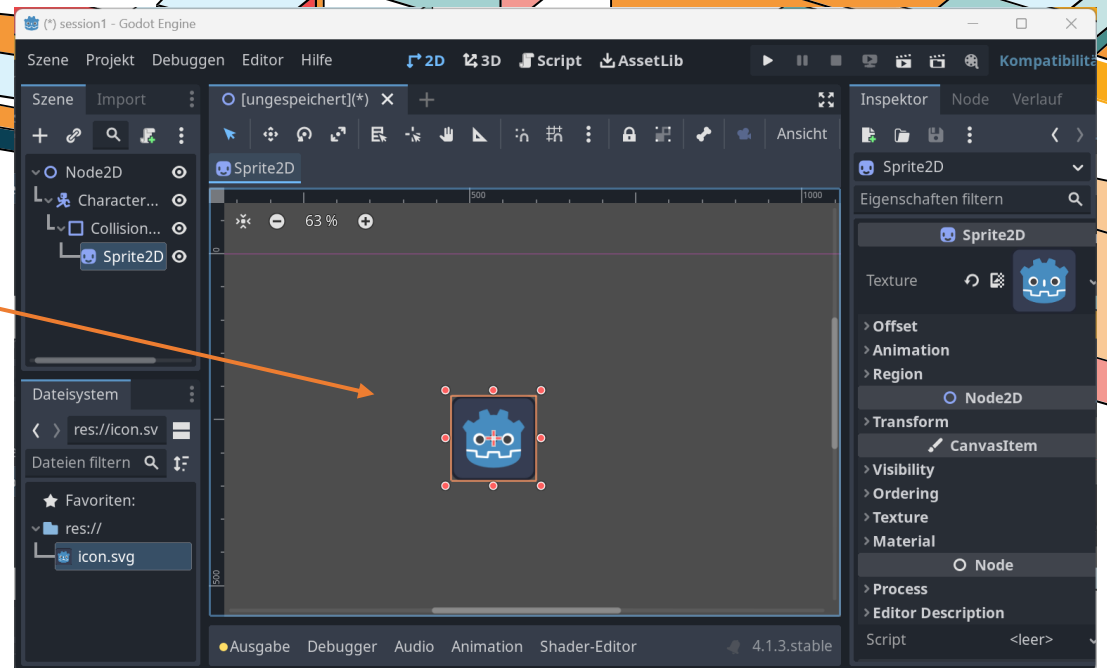
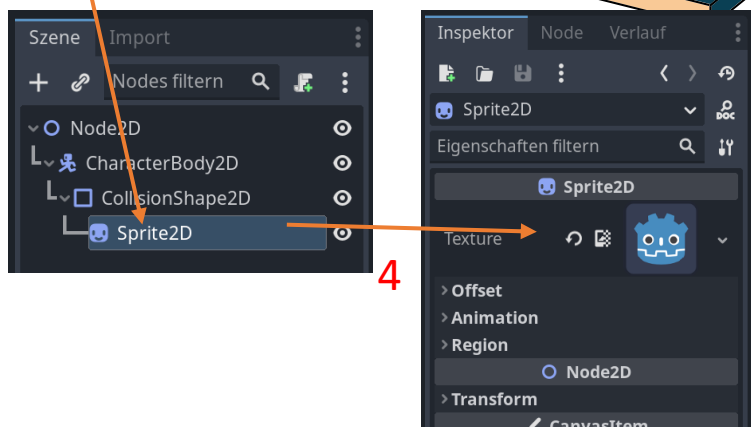
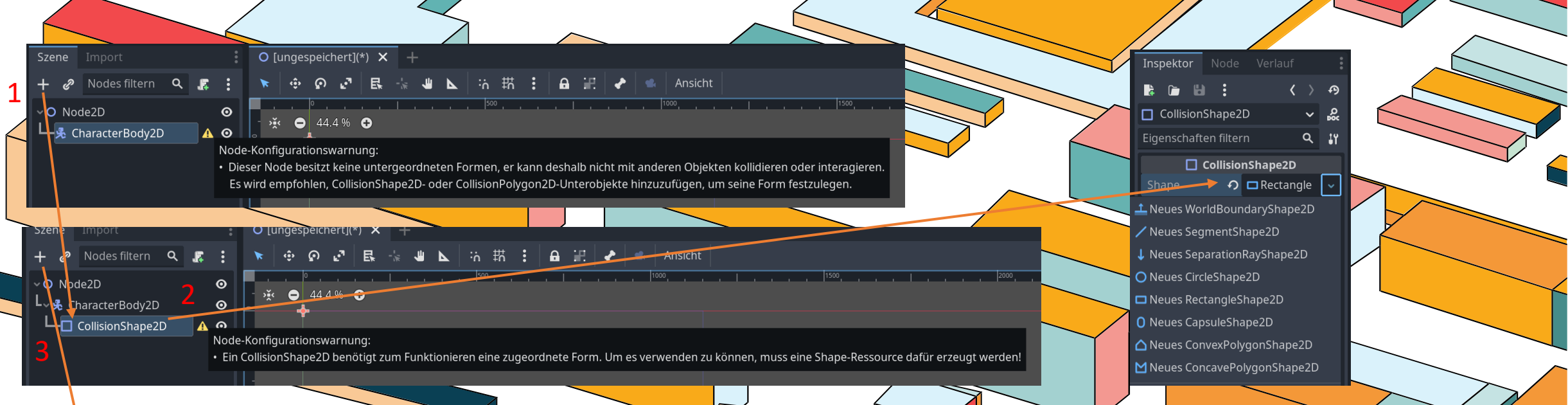


GODOT UI



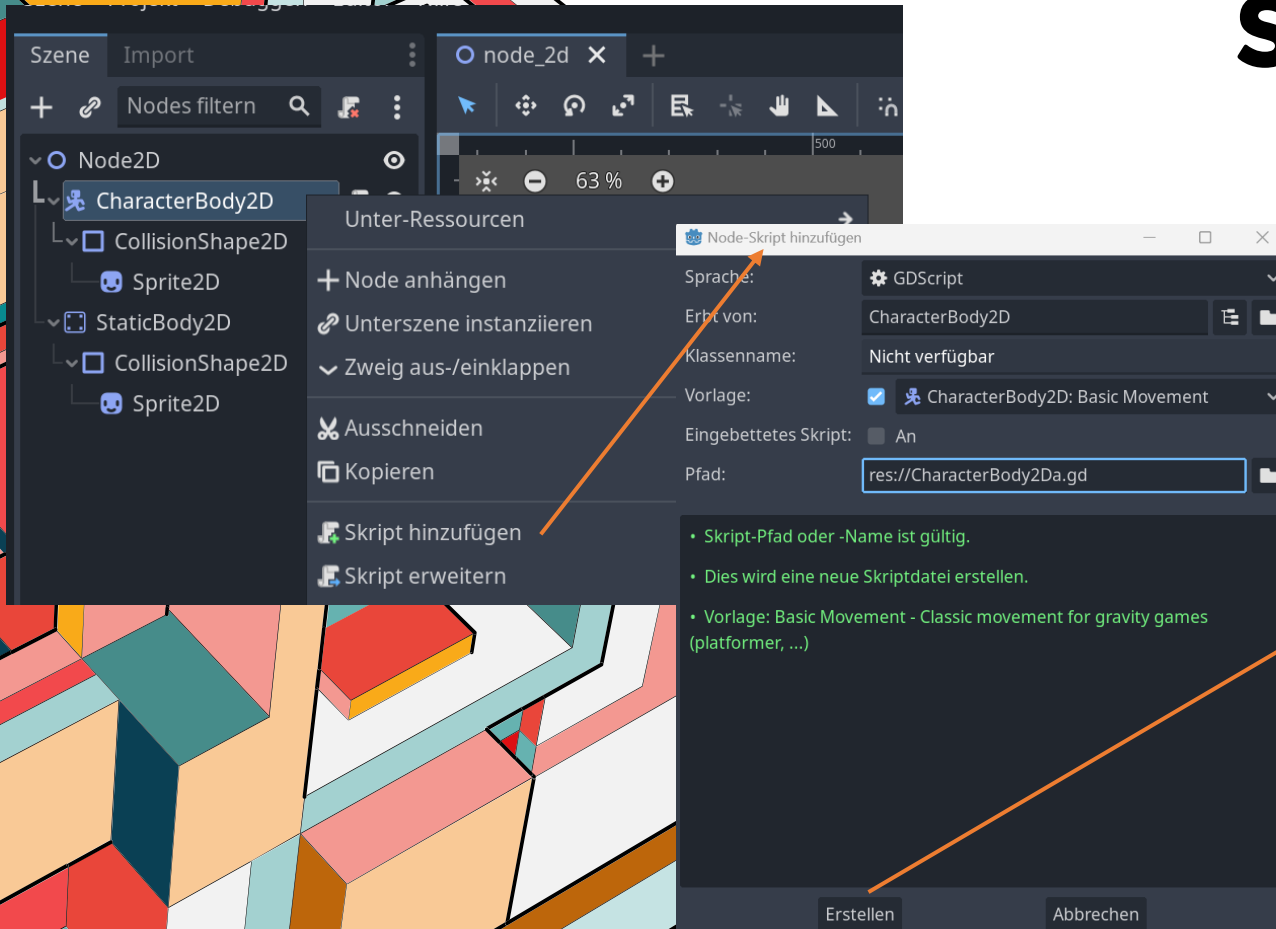
NODES



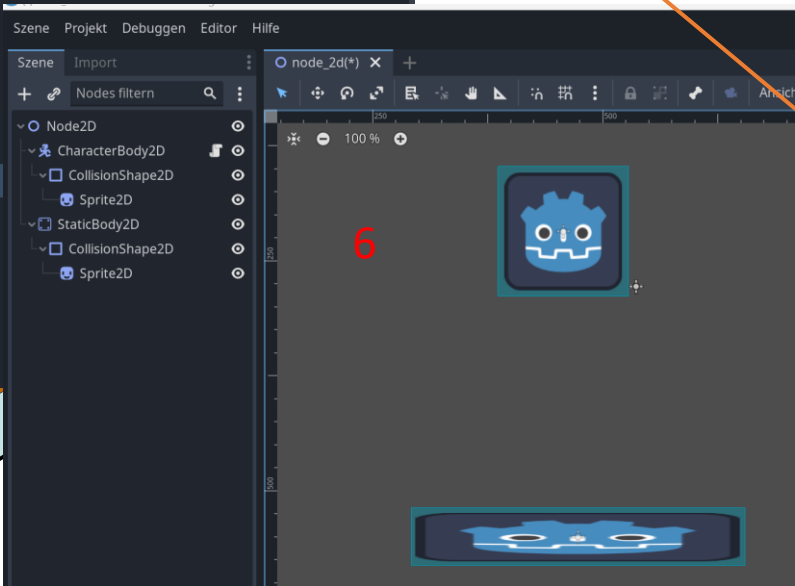
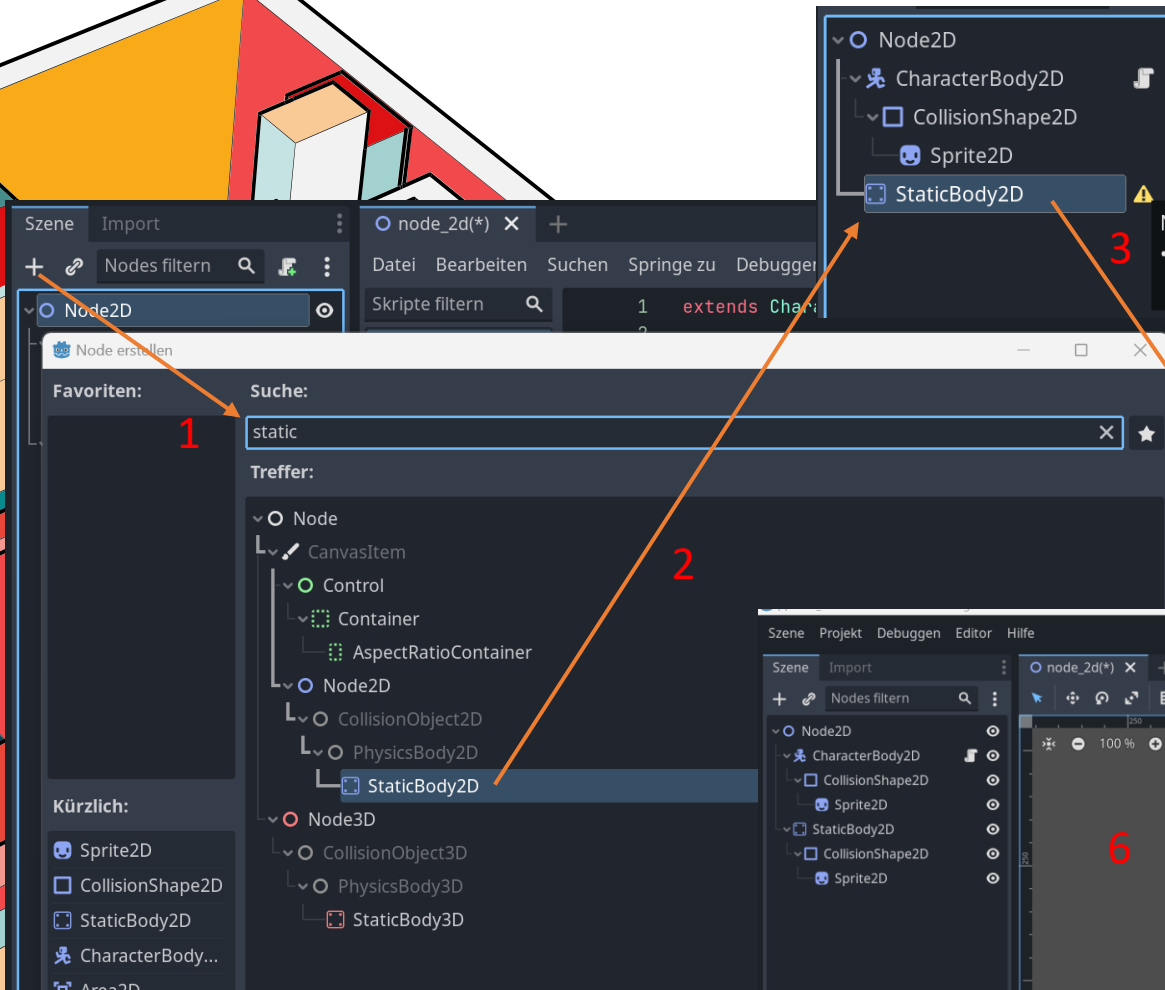


CHARACTERBODY2D

STEUERUNG



```
1 extends CharacterBody2D
2
3
4 const SPEED = 300.0
5 const JUMP_VELOCITY = -400.0
6
7 # Get the gravity from the project settings to be synced with RigidBody nodes.
8 var gravity = ProjectSettings.get_setting("physics/2d/default_gravity")
9
10
11 func _physics_process(delta):
12     # Add the gravity.
13     if not is_on_floor():
14         velocity.y += gravity * delta
15
16     # Handle Jump.
17     if Input.is_action_just_pressed("ui_accept") and is_on_floor():
18         velocity.y = JUMP_VELOCITY
19
20     # Get the input direction and handle the movement/deceleration.
21     # As good practice, you should replace UI actions with custom gameplay actions.
22     var direction = Input.get_axis("ui_left", "ui_right")
23     if direction:
24         velocity.x = direction * SPEED
25     else:
26         velocity.x = move_toward(velocity.x, 0, SPEED)
27
28     move_and_slide()
29
```

VIELEN DANK

