

Game Scripting



Scripting involves writing code that controls various aspects of a game, such as character behaviors, game mechanics, and interactive elements.



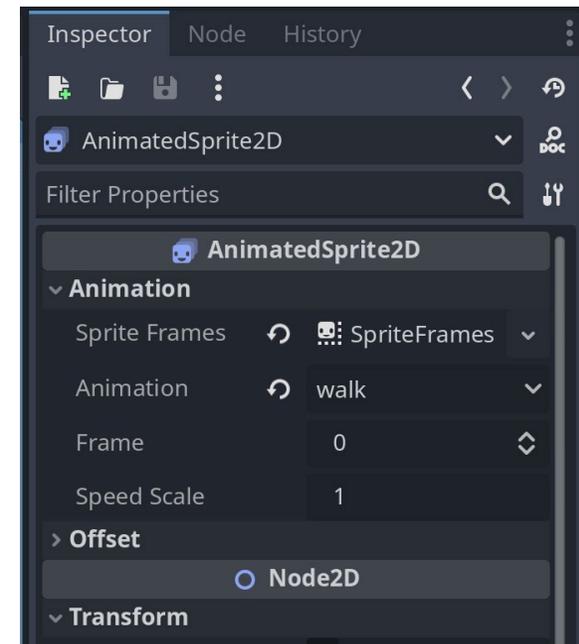
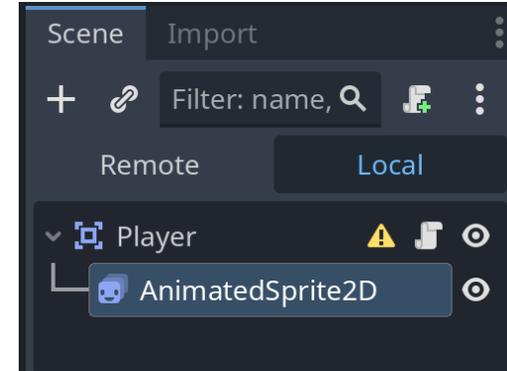
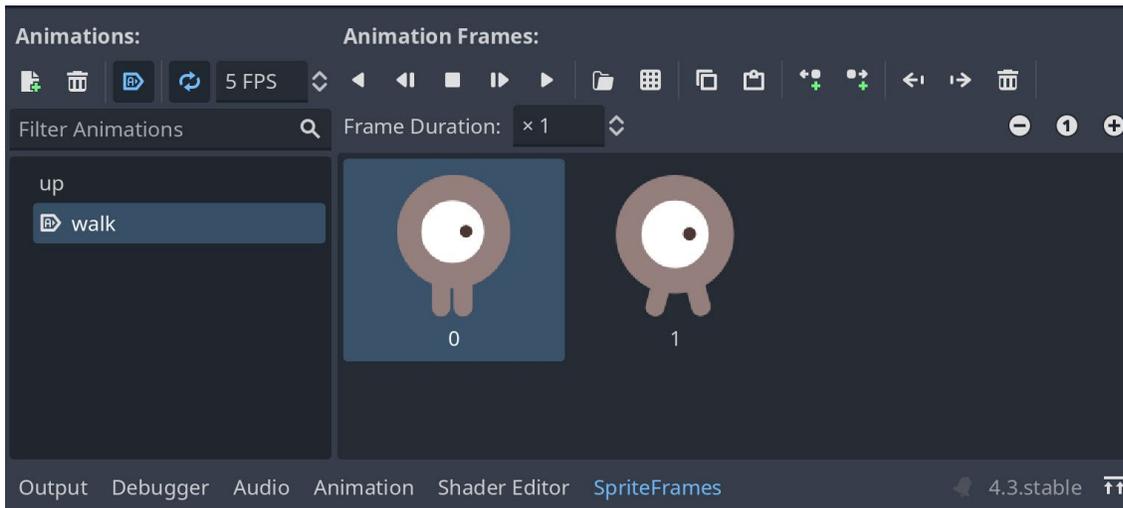
It is essential for creating engaging and immersive gameplay experiences.



GScript is a Godot-specific and tightly integrated language with a lightweight syntax. Godot designed GScript to be simpler than all-purpose languages like C#. It will be both faster and easier to learn.

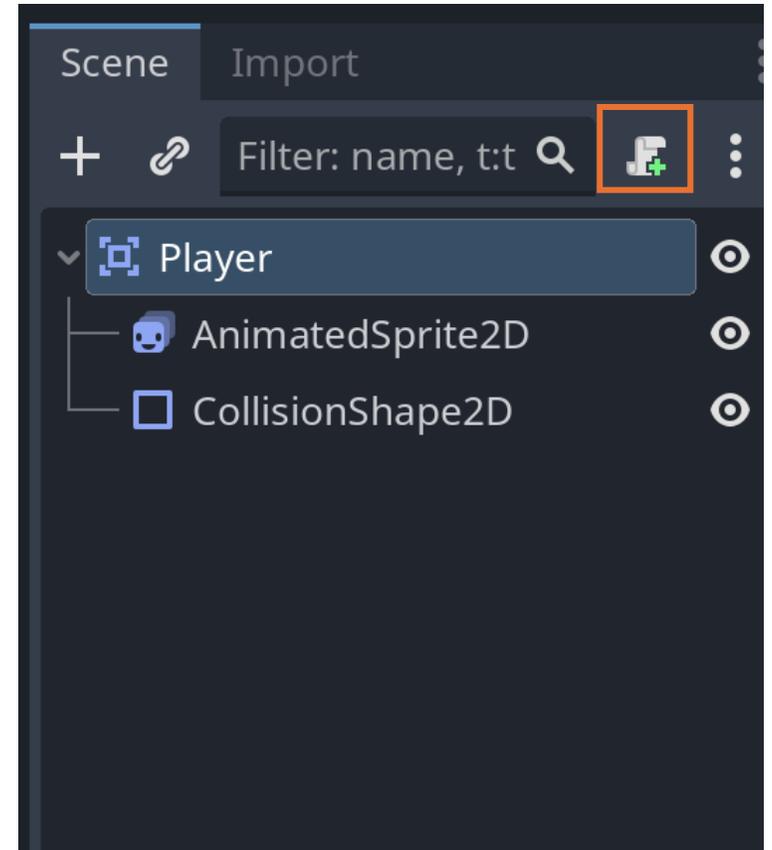
Creating the Player

1. Add an Area2D node.
2. Add an AnimatedSprite2D child node.
3. Add the sprite animation.



Coding the Player

- We will add a script to enhance the functionality of a built-in node.
- First, we need to attach a script to a node.
 - Click the **Player** node and click the "Attach Script"  button.



Coding the Player using GDScript

- The player.gd script should already contain the following two functions:
 - `_ready()`
 - `_process()`

