

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.

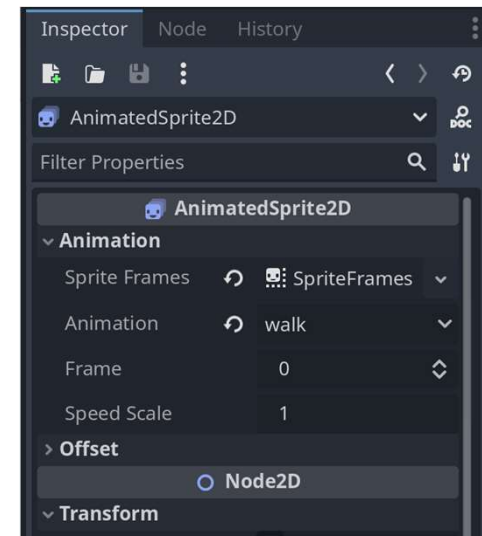
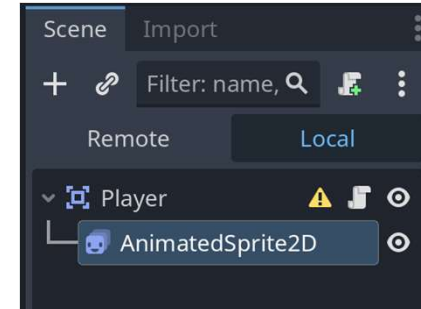
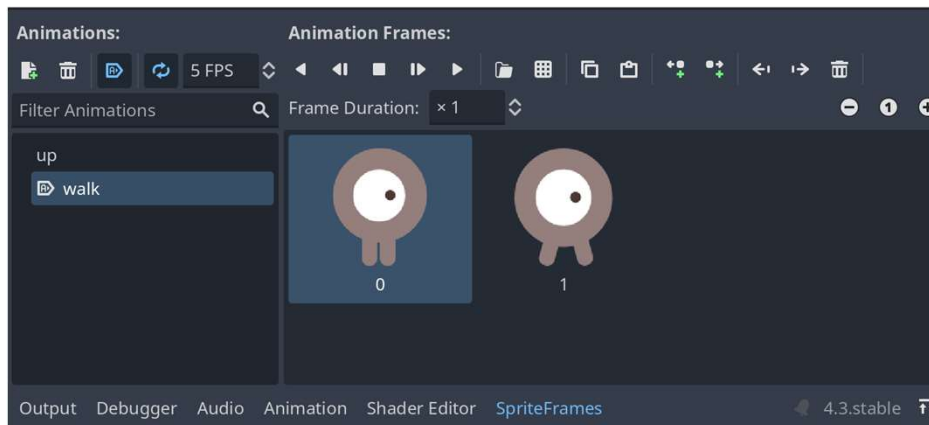


Godot offers four gameplay programming languages:


GDScript,
C#, and,
via its GDNative technology, C and C++.

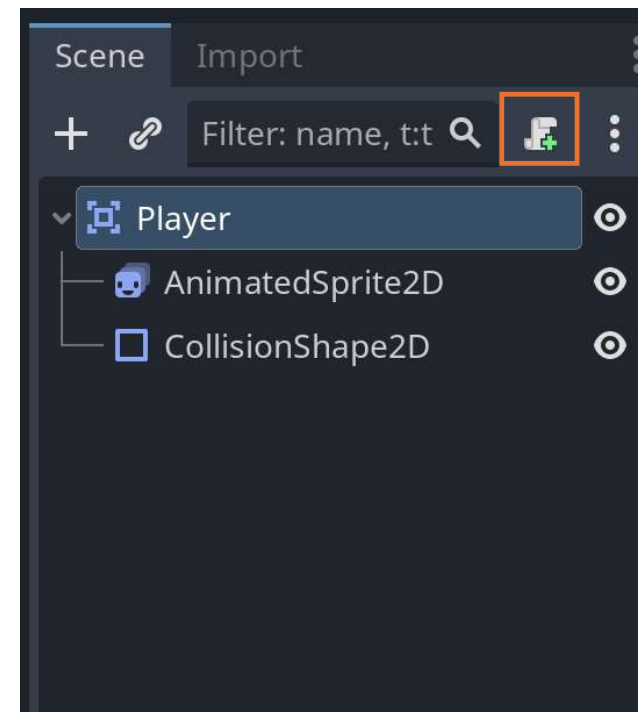
Creating the Player

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



Coding the Player

- We'll add a script to add some functionality that we can't get from 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()`

