Key Unlock

Godot 4 Tutorial

# Create the scene

1. Create a new project (or even just a new scene in your current Godot project)
2. Choose 2D Scene



1. Put the room, key, chest\_open and chest\_closed files into the project.



1. Attach a new script to the Node2D node and save it.



# Create the background

1. Click on 2D at the top of the window to return to the viewport.



1. Drag the room file into the viewport so that it covers the game area



1. Lock the background into place by clicking the padlock icon



# Create the chests

1. Add an AnimatedSprite2D child node to the Node2D node



1. Rename it to WhiteChest



1. In the Inspector, expand the Animation section and set Sprite Frames to New SpriteFrames

 

1. Click SpriteFrames to open the animation editor



1. Click the default animation to rename it to closed

 

1. Drag the chest\_closed file into the Animation Frames area



1. Click the button to add a new animation



1. Double-click New Anim to rename it to open

 

1. Drag the chest\_open file into the Animation Frames area



1. In the Inspector, make sure Animation is set to closed



1. Duplicate the WhiteChest node, then rename it to YellowChest



1. In the Inspector, expand Visibility and change Modulate to yellow



1. Move the chests so they look like they are on the floor of the room



# Create the keys

1. Add a TextureButton child to the Node2D node



1. Rename it to WhiteKey



1. In the Inspector, expand Textures and load the key as the Normal texture.



1. Move the white key so it is above a hanging plant



1. Repeat steps 1-4 to create another key but this time call it YellowKey



1. In the Inspector, expand Visibility and set Modulate to yellow.



1. Move the yellow key so it is above the cauldron



1. Switch to the Node tab



1. Connect the pressed signal



1. Select WhiteKey



1. Connect the pressed signal



1. Change the \_on\_yellow\_key\_pressed and \_on\_white\_key\_pressed code to this:

 

1. Play the scene to make sure it works (you should be able to unlock chests by clicking keys)



# Hide the keys

1. Click the eye icons next to the key nodes to hide the keys



1. Click on 2D at the top of the window to return to the viewport.



1. Add a TextureButton child node to the Node2D node.



1. Rename it to FindWhiteKey



1. Move and resize the rectangle to cover the pot of the plant

 

1. Connect the pressed signal



1. Repeat steps 2-6 but this time name it FindYellowKey and cover the cauldron

 

1. Change the \_on\_find\_white\_key\_pressed and \_on\_find\_yellow\_key\_pressed to this:

 

1. The game is finished!