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

A screenshot of a phone

Description automatically generated with medium confidence

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

A screenshot of a computer

Description automatically generated with medium confidence

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

Graphical user interface, application

Description automatically generated

# 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

Graphical user interface, application

Description automatically generated

# Create the chests

1. Add an AnimatedSprite2D child node to the Node2D node

Graphical user interface, text

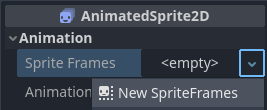
Description automatically generated

1. Rename it to WhiteChest

Graphical user interface, application

Description automatically generated

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

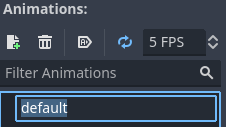


1. Click SpriteFrames to open the animation editor

Graphical user interface, application, website

Description automatically generated

1. Click the default animation to rename it to closed



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

Graphical user interface, text, application

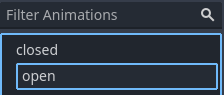
Description automatically generated

1. Click the button to add a new animation

Graphical user interface, application

Description automatically generated

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



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

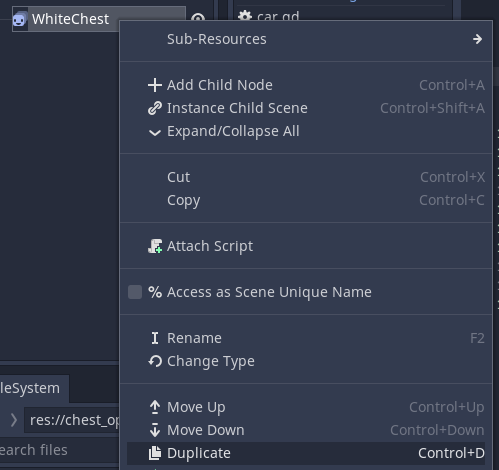
Graphical user interface, application

Description automatically generated

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

A screenshot of a computer

Description automatically generated with low confidence

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

Graphical user interface, text, application

Description automatically generated

1. Rename it to WhiteKey

Graphical user interface, application

Description automatically generated

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

Graphical user interface, application, Teams

Description automatically generated

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

A plant in a pot

Description automatically generated with medium confidence

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

Graphical user interface, text, application

Description automatically generated

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

Graphical user interface, application

Description automatically generated

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

A picture containing indoor, pink, purple

Description automatically generated

1. Switch to the Node tab

Graphical user interface, application

Description automatically generated

1. Connect the pressed signal



1. Select WhiteKey

Graphical user interface, text, application

Description automatically generated

1. Connect the pressed signal



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

A screen shot of a computer program

Description automatically generated

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

Text

Description automatically generated

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.

Graphical user interface, application

Description automatically generated

1. Rename it to FindWhiteKey



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



1. Connect the pressed signal

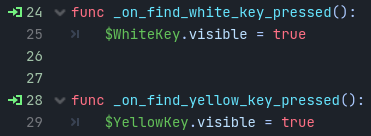


1. Repeat steps 2-6 but this time name it FindYellowKey and cover the cauldron

A cartoon of a cauldron

Description automatically generated

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



1. The game is finished!