Octopus Star Collect Game

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 octopus file and the star file into the project folder.

A screenshot of a computer

Description automatically generated with medium confidence

# Create the octopus

1. Drag the octopus file into the viewport.

A screenshot of a video game

Description automatically generated with medium confidence

1. Add an Area2D child to the Octopus node.

Graphical user interface, application

Description automatically generated

1. Add a CollisionPolygon2D to the Area2D node.

Graphical user interface, text, application

Description automatically generated

1. Create points using the + tool.

Graphical user interface, application

Description automatically generated

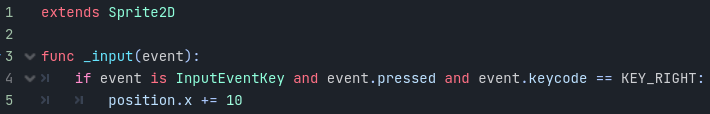
# Make octopus move with arrow keys

1. Attach a script to the Octopus node

Graphical user interface, application

Description automatically generated

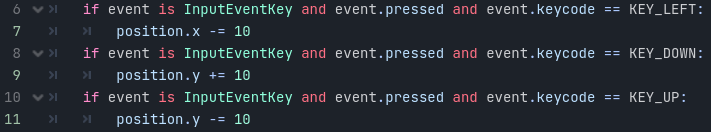
1. Delete all the script code and put this:



1. Run the scene and try pressing the right arrow key to move the octopus.



1. Once you’ve closed the running game, add the code for the other arrow keys:



# Create the star

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



1. Drag the star file into the viewport.

Graphical user interface

Description automatically generated

1. Add an Area2D child to the Star node.

Graphical user interface, application

Description automatically generated

1. Add a CollisionShape2D child to the Area2D node you just added.

Graphical user interface, text, application

Description automatically generated

1. Choose a circle from the shapes list in the Inspector

Graphical user interface, application

Description automatically generated

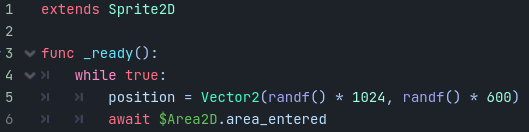
# Make the star move when you collect it

1. Attach a script to the Star node

Graphical user interface, application

Description automatically generated

1. Delete all the code and set the code to this:



1. Run the scene to make sure it’s all working properly.



# Make a score count

1. Once you’ve closed the running game, add a Label child node to the Node2D node.

Graphical user interface, application

Description automatically generated

1. Select the Area2D node for the star

Graphical user interface, text, application

Description automatically generated

1. Click the Node tab (next to the Inspector)

Graphical user interface, application, Teams

Description automatically generated

1. Connect the area\_entered signal to the Octopus node

Graphical user interface, application

Description automatically generated

1. Write this code into the script:

A screen shot of a computer code

Description automatically generated

1. The game is finished!