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



1. Put the octopus file and the star file into the project folder.



# Create the octopus

1. Drag the octopus file into the viewport.



1. Add an Area2D child to the Octopus node.



1. Add a CollisionPolygon2D to the Area2D node.



1. Create points using the + tool.



# Make octopus move with arrow keys

1. Attach a script to the Octopus node



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.



1. Add an Area2D child to the Star node.



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



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



# Make the star move when you collect it

1. Attach a script to the Star node



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.



1. Select the Area2D node for the star



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



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



1. Write this code into the script:



1. The game is finished!