Platform Jump Game

Godot 4 Tutorial

# Create the scene

1. Create a new scene.
2. Choose 2D Scene, then save the scene.

Graphical user interface, application

Description automatically generated

1. Put the jumper, platform and cracked files into the project folder.

A screenshot of a computer

Description automatically generated with medium confidence

1. Rename the Node2D to PlatformJump.

Graphical user interface, application

Description automatically generated

# Add a platform

1. Add a StaticBody2D child to the PlatformJump node.

Graphical user interface, application

Description automatically generated

1. Rename the StaticBody2D to Platform and move it into the lower centre of the game area.

Graphical user interface

Description automatically generated with medium confidence

1. Drag platform.png into the viewport so that it is centred on the + symbol.

Graphical user interface

Description automatically generated

1. Make the Platform2 node a child of Platform by dragging it:

A screenshot of a computer

Description automatically generated

1. Add a CollisionShape2D child to the  node.

Graphical user interface, application

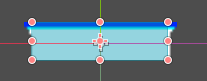
Description automatically generated

1. In the Inspector, choose Rectangle for the Shape and tick One Way Collision.

Graphical user interface, text, application

Description automatically generated

1. Use the resizing handles to make the shape match the platform picture.



# Add the jumper

1. Add a CharacterBody2D child to the PlatformJump node.

Graphical user interface, application

Description automatically generated

1. Rename the CharacterBody2D node to Jumper and move it just above the platform.

Graphical user interface, chart

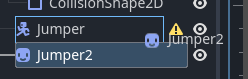
Description automatically generated with medium confidence

1. Drag jumper.png into the viewport so that it is centred on the + symbol.

Graphical user interface, application

Description automatically generated

1. Make the Jumper2 node a child of Jumper by dragging it:



1. Add a CollisionShape2D to the  node.

Graphical user interface, application, Teams

Description automatically generated

1. In the Inspector, choose Rectangle for the Shape.

Graphical user interface, text, application

Description automatically generated

1. Use the resizing handles to make the shape match the frog picture.

A picture containing text, gambling house, pool table, room

Description automatically generated

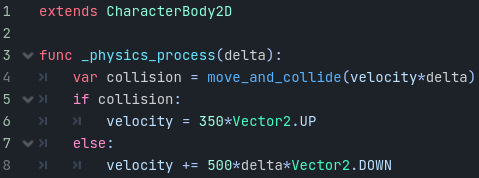
# Make the frog bounce

1. Attach a script to the  node.

Graphical user interface, application

Description automatically generated

1. Delete all the code and replace it with this:



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



# Control the frog with left and right arrow keys

1. Add this code to script:

Text

Description automatically generated

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



# Add a cracked platform

1. Duplicate the  node.

Graphical user interface, application

Description automatically generated

1. Rename the  node to Cracked and change its type to RigidBody2D.

Graphical user interface, application

Description automatically generated

1. Make sure the Cracked node is selected. In the Inspector, check Freeze so it is On.



1. Switch back to 2D view using the button at the top of the screen.



1. Use the move tool to move the Cracked platform away from the other platform.

Graphical user interface

Description automatically generated with medium confidence

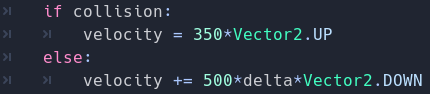
1. Select the  child of Cracked node. In the Inspector, load cracked.png to Texture.

Graphical user interface, application

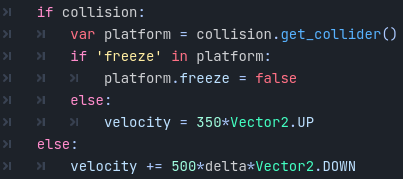
Description automatically generated

# Make the cracked platform crumble when touched

1. Change this code…



…to this:



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



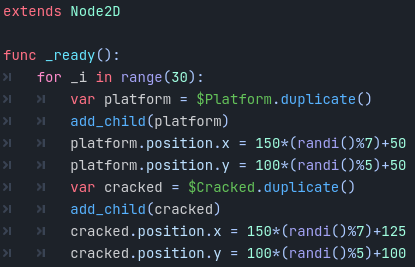
# Fill the game area with platforms

1. Attach a script to the PlatformJump node.

Graphical user interface, application

Description automatically generated

1. Delete all the code and replace it with this:



1. The game is finished!