Platform Jump Game

Godot 4 Tutorial

# Create the scene

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



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



1. Rename the Node2D to PlatformJump.



# Add a platform

1. Add a StaticBody2D child to the PlatformJump node.



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



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



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



1. Add a CollisionShape2D child to the  node.



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



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.



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



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



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



1. Add a CollisionShape2D to the  node.



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



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



# Make the frog bounce

1. Attach a script to the  node.



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:



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



# Add a cracked platform

1. Duplicate the  node.



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



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.



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



# 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.



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



1. The game is finished!