Pong 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 ball and paddle files into the project folder.

A screenshot of a computer

Description automatically generated with medium confidence

# Create the ball

1. Drag the ball file into the viewport.

Graphical user interface

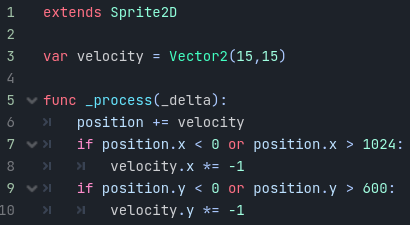
Description automatically generated

1. Attach a new script to the Ball node

Graphical user interface, application

Description automatically generated

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



1. Play the scene to make sure it works



# Create the paddle

1. Click on 2D at the top of the screen to go back to the viewport



1. Click on the Node2D node to select it

Graphical user interface, application

Description automatically generated

1. Drag the paddle image into the viewport

Graphical user interface

Description automatically generated

1. Add an Area2D child to the Paddle node.

Graphical user interface, application

Description automatically generated

1. Add a CollisionShape2D child to the Area2D node.

Graphical user interface, text

Description automatically generated

1. Choose the rectangle shape

A screenshot of a phone

Description automatically generated with medium confidence

1. Resize the shape to approximately match the paddle

Chart

Description automatically generated with medium confidence

1. Attach a new script to the Paddle node

Graphical user interface, application

Description automatically generated

1. Delete the code that appears and set the code to this:

A screen shot of a computer

Description automatically generated

# Make the ball bounce off the paddle

1. Click on 2D at the top of the screen to go back to the viewport



1. Add an Area2D child to the Ball node

Graphical user interface, application

Description automatically generated

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

Graphical user interface, text, application

Description automatically generated

1. Choose the circle shape

A screenshot of a computer

Description automatically generated with low confidence

1. Resize the circle to approximately match the ball



1. Click the script icon next to the Ball node to open the ball script

Graphical user interface, application

Description automatically generated

1. Add this code below the existing code:



1. The game is finished!