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



1. Put the ball and paddle files into the project folder.



# Create the ball

1. Drag the ball file into the viewport.



1. Attach a new script to the Ball node



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



1. Drag the paddle image into the viewport



1. Add an Area2D child to the Paddle node.



1. Add a CollisionShape2D child to the Area2D node.



1. Choose the rectangle shape



1. Resize the shape to approximately match the paddle



1. Attach a new script to the Paddle node



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



# 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



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



1. Choose the circle shape



1. Resize the circle to approximately match the ball



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



1. Add this code below the existing code:



1. The game is finished!