Block Stack Game

Godot 4 Tutorial

# Create the scene

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

A screenshot of a phone

Description automatically generated with medium confidence

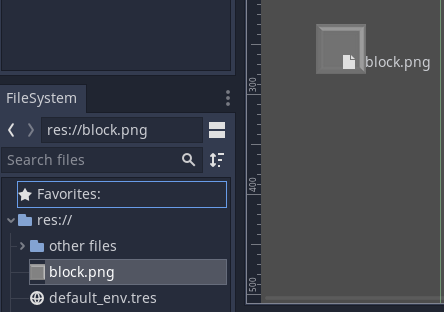
1. Put the block file into the project folder.

A screenshot of a computer

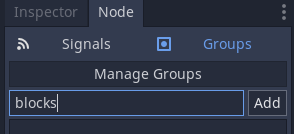
Description automatically generated with medium confidence

# Create the block

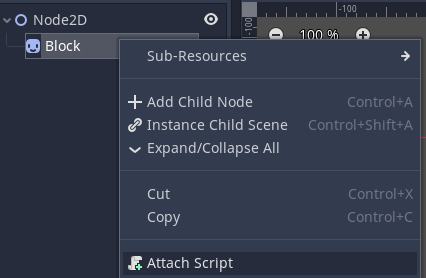
1. Drag the block file into the viewport, then select the  node.



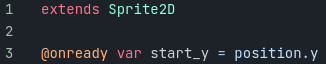
1. From the Node tab, click Groups, then add the block to the blocks group.



1. Attach a script to the Block node.

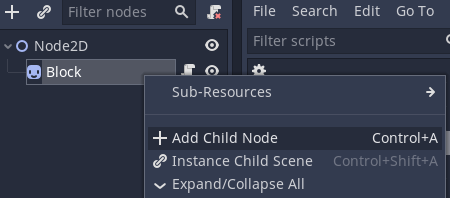


1. Delete all the script code and put this:

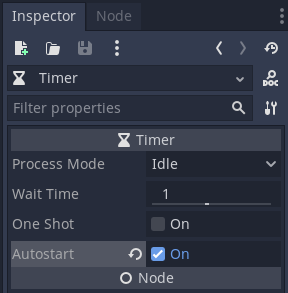


# Control the block with a timer

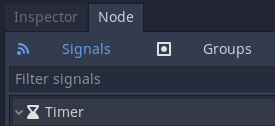
1. Add a Timer child to the Block node.



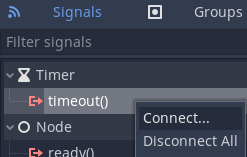
1. In the Inspector, set Autostart to On.



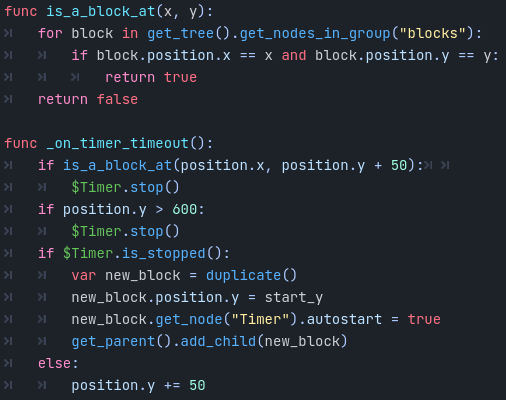
1. Go to the Signals section of the Node tab (next to the inspector).



1. Connect the timeout signal to the Block script



1. Write this code into the script:



1. Run the scene to make sure it’s all working properly (blocks should fall one at a time).



# Move the block with the arrow keys

1. Add this code to the script:

A screen shot of a computer program

Description automatically generated

1. The game is finished!