Cake Decorate 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 cake file and the candle file into the project folder.

A screenshot of a computer

Description automatically generated with medium confidence

# Create the cake

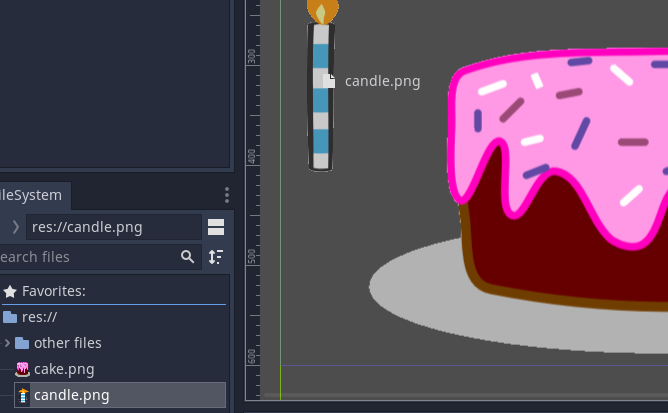
Drag the cake file into the viewport.

A picture containing shape

Description automatically generated

# Add the candle

1. Drag the candle into the viewport (not on the cake)



1. Add an Area2D child to the Candle node.

Graphical user interface, application

Description automatically generated

1. Add a CollisionPolygon2D child to the Area2D node.

Graphical user interface, text, application

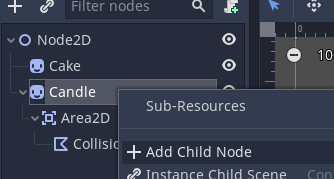
Description automatically generated

1. Create points using the + tool.

Graphical user interface, application

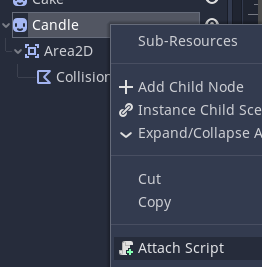
Description automatically generated

1. Add a Label child to the Candle node.

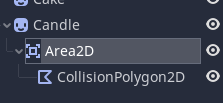


# Make the candle able to be clicked

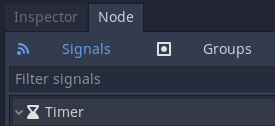
1. Attach a script to the Candle node. Save it as Decoration.gd



1. Select the Area2D node.



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



1. Connect the input\_event signal to the Area2D script



# Add the code to make more candles

1. Delete all the script code and put this:



1. Run the scene and try clicking and dragging candles onto the cake.



1. Try adding another cake decoration by following the candle steps for a different picture. When you get to the part where you attach a script, load the Decoration.gd script so you don’t have to enter all the code again!