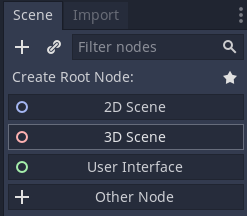
Drift Car Game

Godot 4 Tutorial

# Create the scene

1. Create a new scene.
2. Choose 3D Scene, then save the scene.



1. Put the car file and the track file into the project folder.

A screenshot of a computer

Description automatically generated with medium confidence

# Set up the camera

1. Add a Camera child to the Node3D node.



1. In the Inspector, open the Transform section.

A screenshot of a computer

Description automatically generated

1. Set Rotation y to -45

A screenshot of a computer

Description automatically generated

# Set up the track

1. Add a Sprite3D child to the Node3D node.

A screenshot of a computer

Description automatically generated

1. In the Inspector, load track.png as the Texture.

Graphical user interface, application

Description automatically generated

1. In the Inspector, open the Transform section.

A screenshot of a computer

Description automatically generated

1. Set Translation y to -0.2, Rotation Degrees x to 90, Scale x to 10, and Scale y to 10.

A screenshot of a phone

Description automatically generated

1. In the Inspector, open the Flags section.



1. Set Texture Filter to Nearest

A screenshot of a computer

Description automatically generated

# Set up a light

1. Add a DirectionalLight3D child to the Node3D node.

A screenshot of a computer

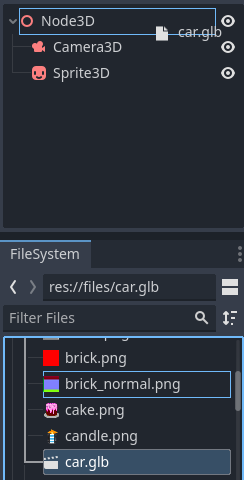
Description automatically generated

1. In the Inspector, open the Transform section and set Rotation x to -45 and Rotation y to -45.



# Set up the car

1. Drag car.glb onto the Node3D node.

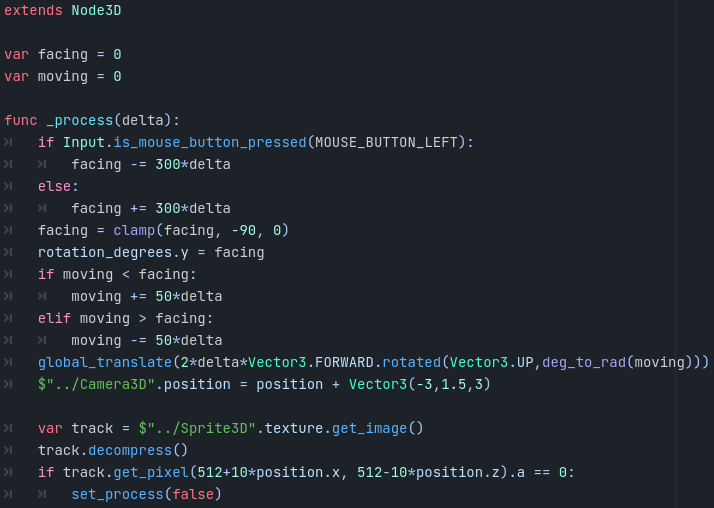


1. Attach a script to the car node.

Graphical user interface, application

Description automatically generated

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

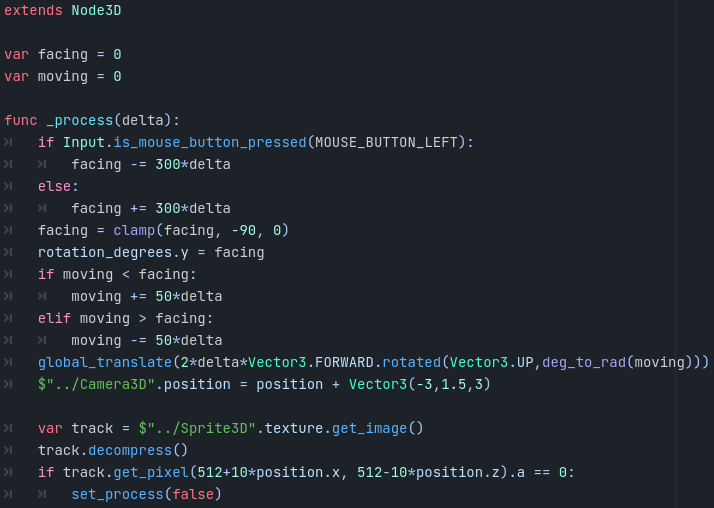


1. Run the scene to make sure it’s all working properly.



# Make the car stop if it goes off the track

1. Under the other code, add this code to the script:



1. The game is finished!