



GODOT

Game engine

Documentation

Platformer System

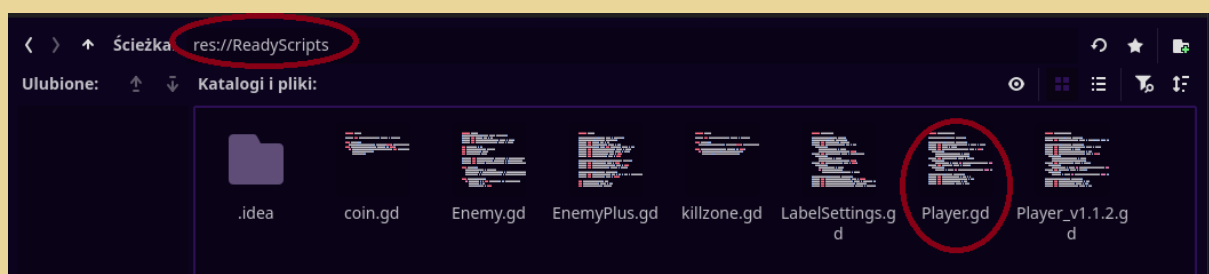
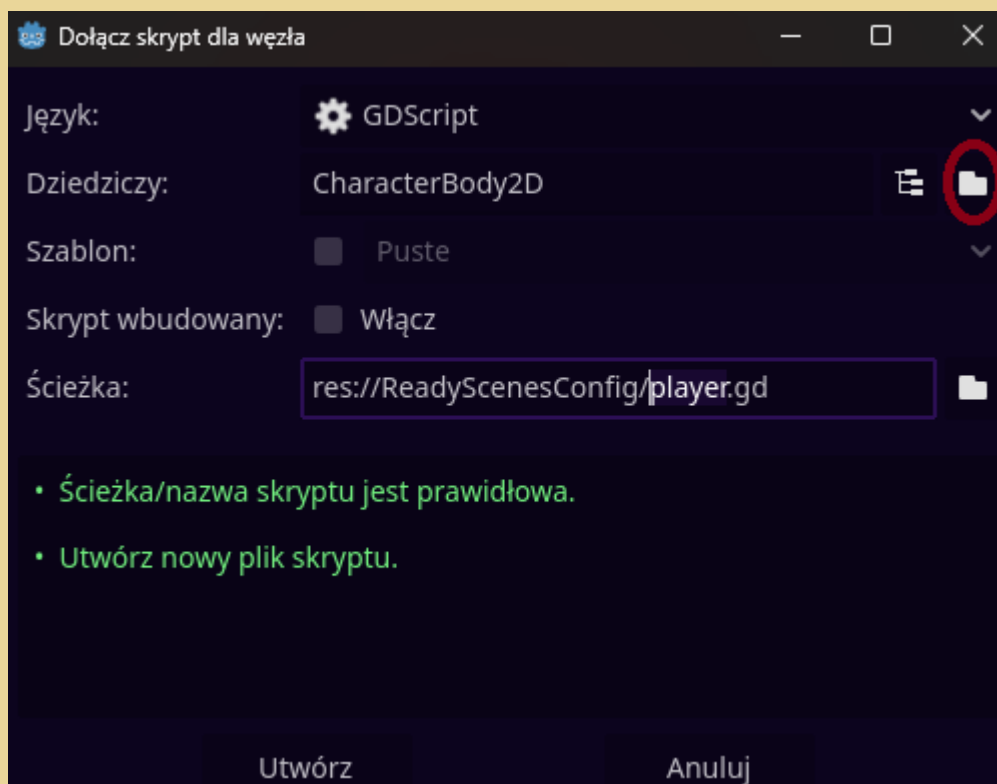
GameCore

Asset 4 Godot

By Himo

Connections

Examples:



Player (CharacterBody2D) + Player.gd/Player_v1.1.2
(script)
in Player.tscn

CanvasLayer (CanvasLayer) + LabelSettings.gd
(script)
in Level.tscn (Node2D)

Coin.tscn (Area2D) + Coin.gd (script)
in coin.tscn

Group (Area2D) + Enemy.gd/EnemyPlus.gd
(script)
Killzone (Area2D) + Killzone.gd (script)
in enemy.tscn

Killzone (Area2D) + Killzone.gd (script)
in all killzone nodes

Settings

Movement Classic or Smooth

Movement Settings		
Jump Velocity Positive	↺	250.0
Speed	↺	170.0
Enable Smooth Movement	☐	Włącz
Acceleration	↺	700.0
Friction	↺	1000.0

Jump Velocity Positive - Jump height value

Speed - Walking speed

Enable SMOOTH Movement - Toggle smooth movement mode

Acceleration - Acceleration rate

Friction - Deceleration/Friction/Drag

Energy System

Energy Settings		
Energy Per Coin	3	↕
Sprint Cost Per Second	1.0	
Double Jump Cost	2.0	
Max Energy	10.0	
Energy Regen Mode	↺	Coins And Passive Mode ▼
Energy Regen Speed	↺	2.0
Jump Energy Mode		No Energy Cost ▼
Jump Energy Cost	1.0	

Energy per coin - Energy gained from collecting a coin

Sprint cost per second - Energy consumed per second of sprinting

Double Jump Cost - Energy consumed per double jump

Max Energy - Maximum stored energy capacity

Energy Regen Mode - Energy regeneration types

Coins Only - Energy recharges only by collecting coins

Passive Mode - Passive energy regeneration (automatic recharge)

Coins and Passive - Energy recharges both passively and by collecting coins

Energy Regen Speed - Passive energy recharge rate per second

Jump Energy Mode - Energy behavior for regular jumps:

No Energy Cost - Jumping does not consume energy

Energy Cost Optional - Jumping consumes energy but is not required to jump

Energy Cost Required - Jumping consumes energy and is required to jump

Jump Energy Cost - Energy consumed per jump

Animation Config

▼ Animation Settings	
Idle Animation Name	Idle2
Run Animation Name	Run2
Jump Animation Name	jump2
Double Jump Animation Name	jump2
Sprint Animation Name	Run2
Run Animation Speed Multiplier	1.5
Animated Sprite Path	 AnimatedSprite2D ⋮

Idle Animation Name - Name of the idle animation

Run Animation Name - Name of the walking animation

Jump Animation Name - Name of the jump animation

Double Jump Animation Name - Name of the double jump animation (suggested being the same as the jump animation)

Sprint Animation Name - Name of the sprint animation (suggested being the same as the walking animation, as it is sped up)

Run Animation Speed Multiplier - Animation speed multiplier for sprinting (hence the suggestion to use the same animation as walking, but sped up)

Animated Sprite Path - Selection of the animation node (default: child of `CharacterBody2D`)

Keybind Config

Input Mapping Settings	
Move Left Action	move_left
Move Right Action	move_right
Jump Action	jump
Sprint Action	sprint

Move Left Action - Name of the "Move Left" action

Move Right Action - Name of the "Move Right" action

Jump Animation - Name of the "Jump" action

Sprint Action - Name of the "Sprint" action

/When developing for touchscreen mobile devices, you must additionally create a `CanvasLayer` node and add a `TouchScreenButton` as its child. Then, enter the button action name in the corresponding field.

Action	↺ &	move_left
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UI Customize

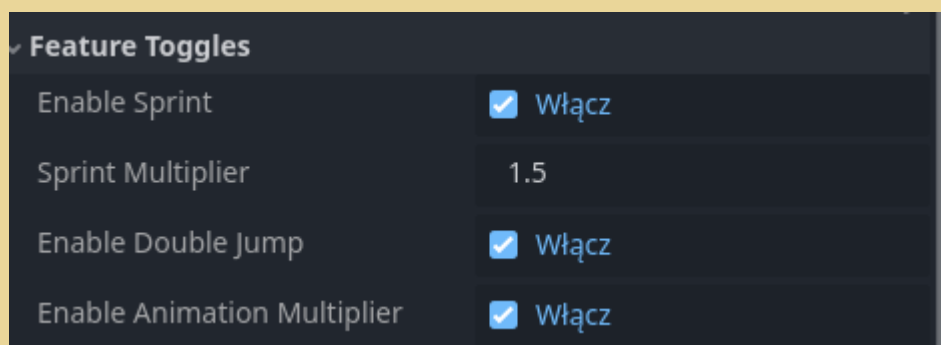
UI Settings	
Coins Label Text	Coins:
Energy Label Text	↺ Energy]:
Coins Label Path	↺  coin_label ⋮
Energy Label Path	↺  sprint_label ⋮

Coins Label Text - Text for the coin count label (suggested to leave a space at the end, as in the example)

Energy label Text - Text for the energy level label (similar to *Coins Label Text*)

Coins Label Path i *Energy Label Path* - Location of the respective UI nodes

Feature Toggles



Enable Sprint - Enable/disable sprint functionality

Sprint Multiplier - Speed multiplier while sprinting (relative to walking speed)

Enable Double Jump - Enable/disable double jump functionality

Enable Animation Multiplier - Enable/disable animation speed multiplier during sprint

Sound Setter

▼ Sounds		
Coin Sound	<pusty>	▼
Jump Sound	<pusty>	▼
Double Jump Sound	<pusty>	▼
Footstep Sound	<pusty>	▼
Background Music	<pusty>	▼

Coin Sound - Sound when collecting a coin

Jump Sound - Sound when jumping (idk XD)

Double Jump Sound - Sound when double jumping (even less of an idea XD D D D D D D)

Footstep Sound - Sound when walking

Background Music - Game background music