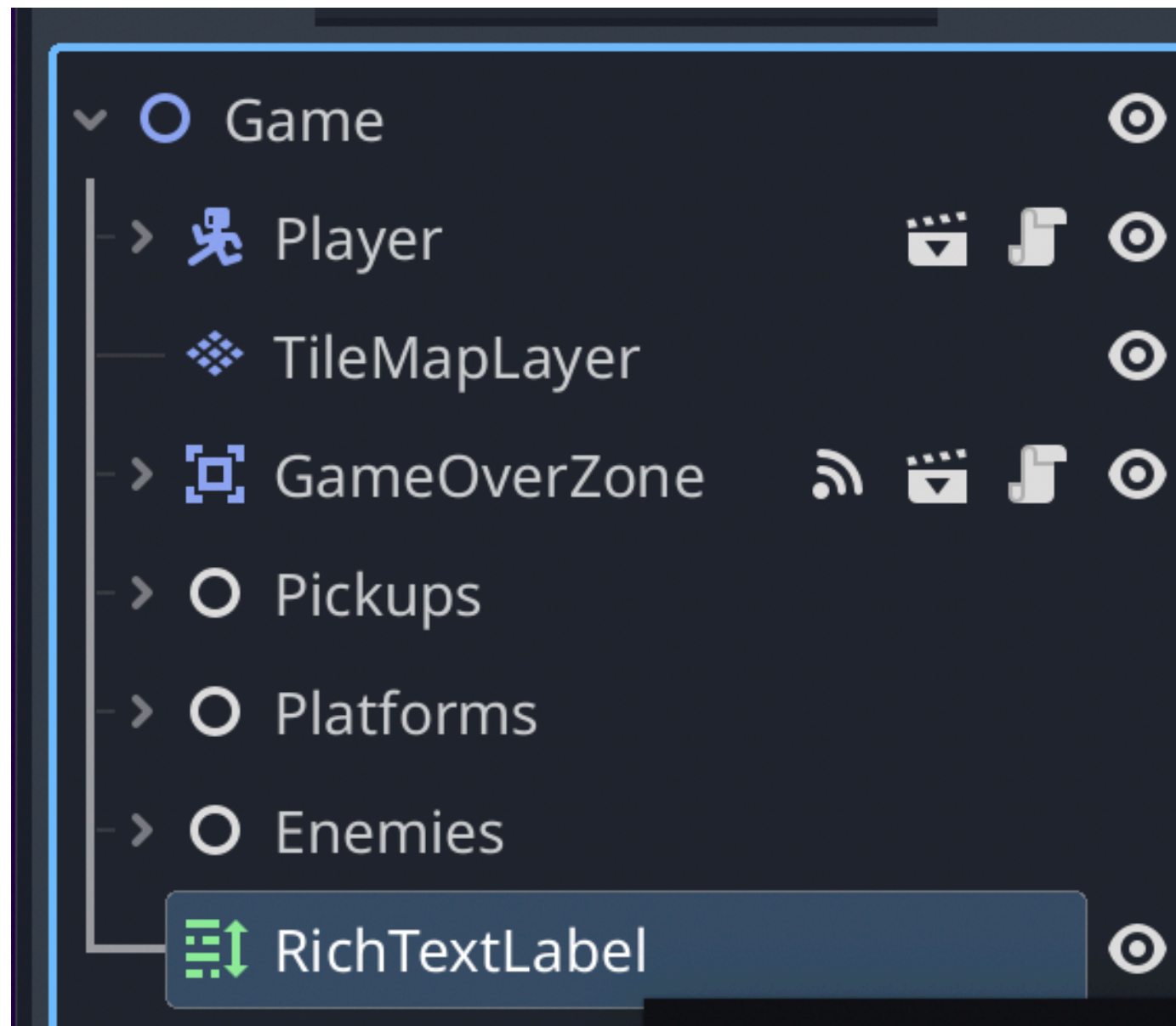
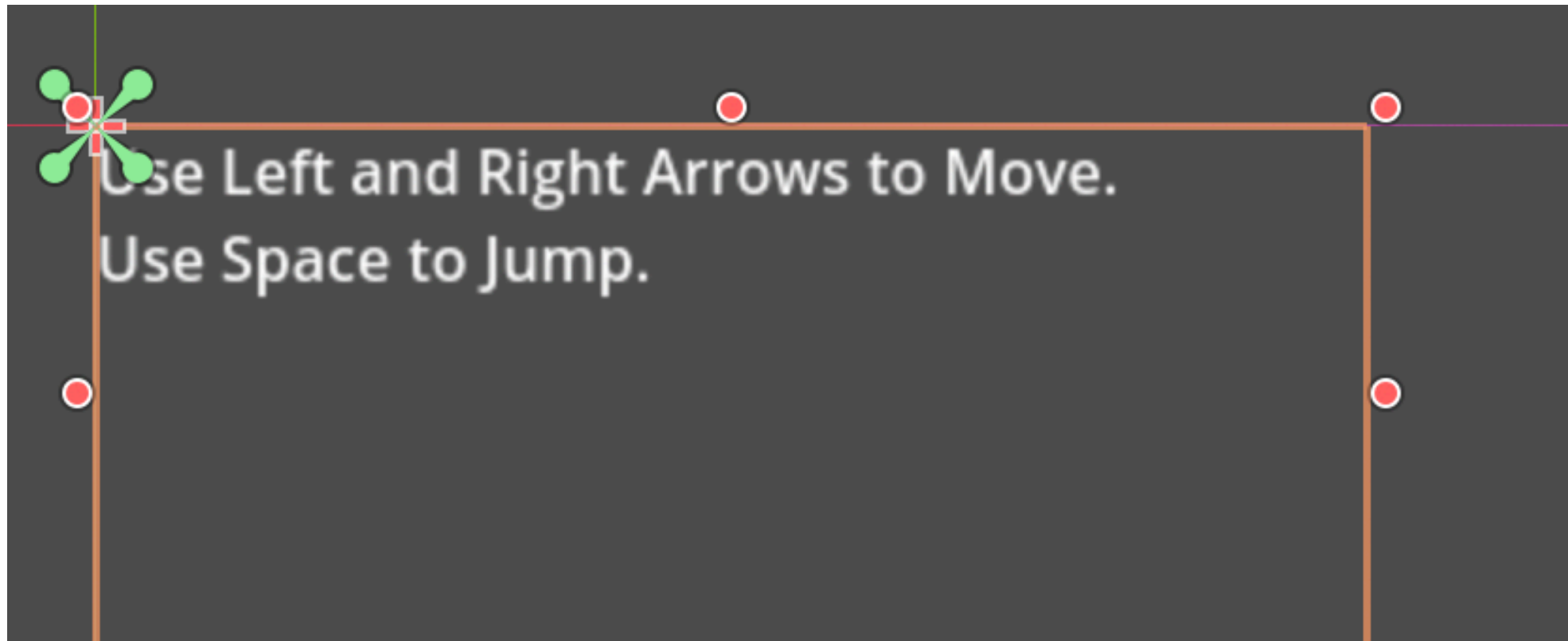


Adding Text!!



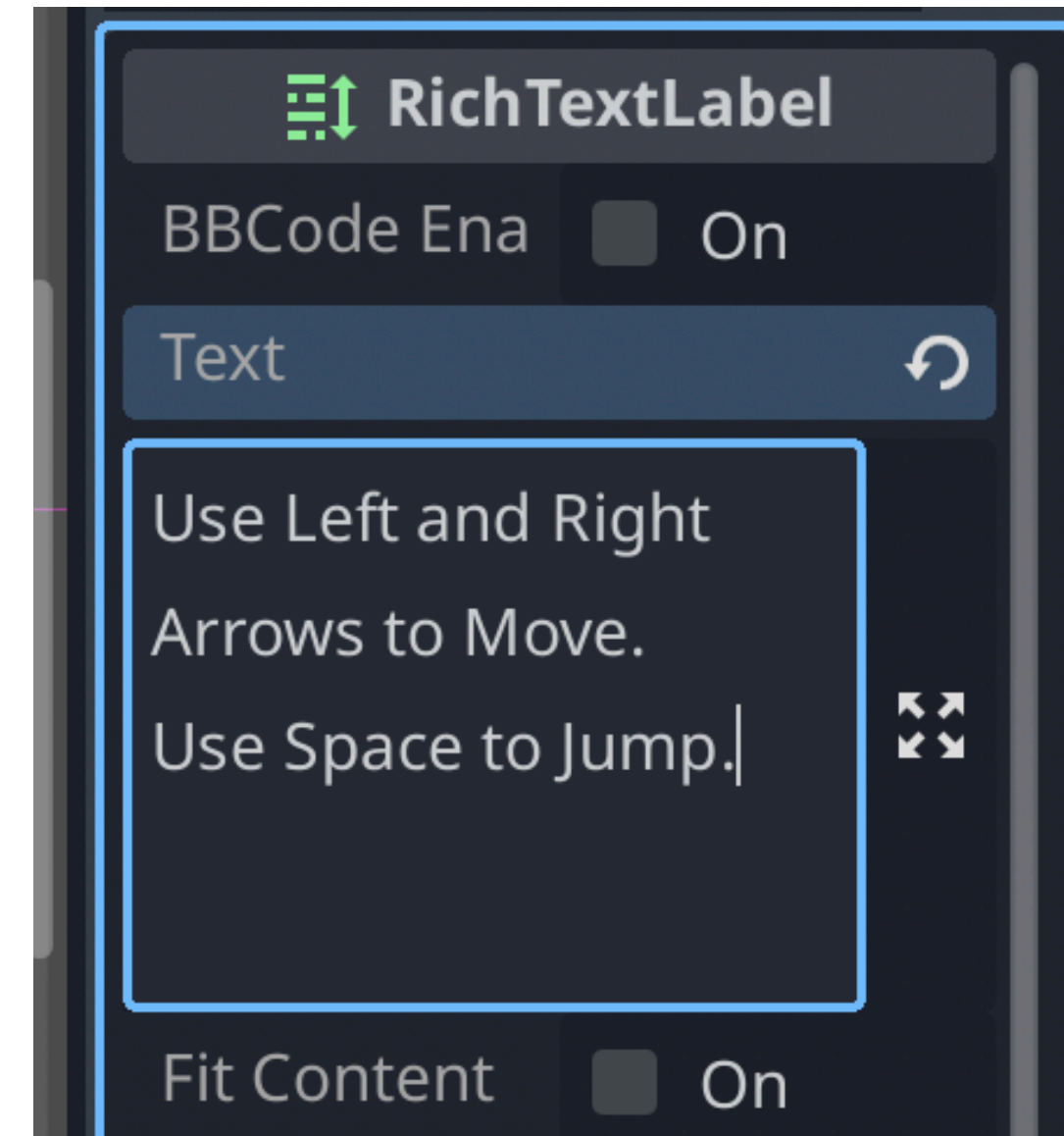
Go to your main Game node.
Add a RichTextLabel as a child node to the Game.

Adding Text!!

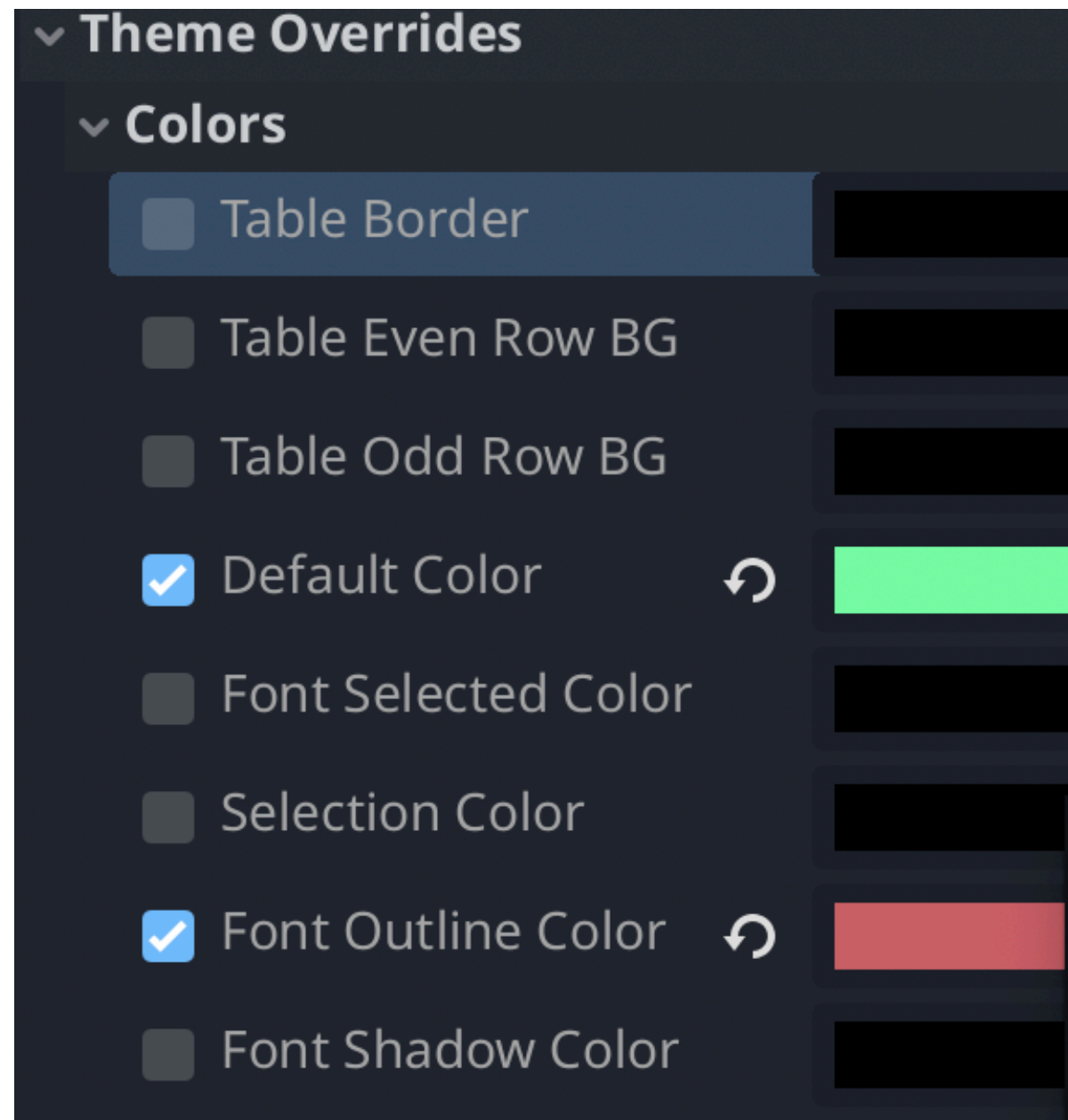


Drag the arrows of the text box to make it bigger.

Type inside the Text box in the inspector.



Adding Text!!



Go to control and go to Colors > Default color to change the color

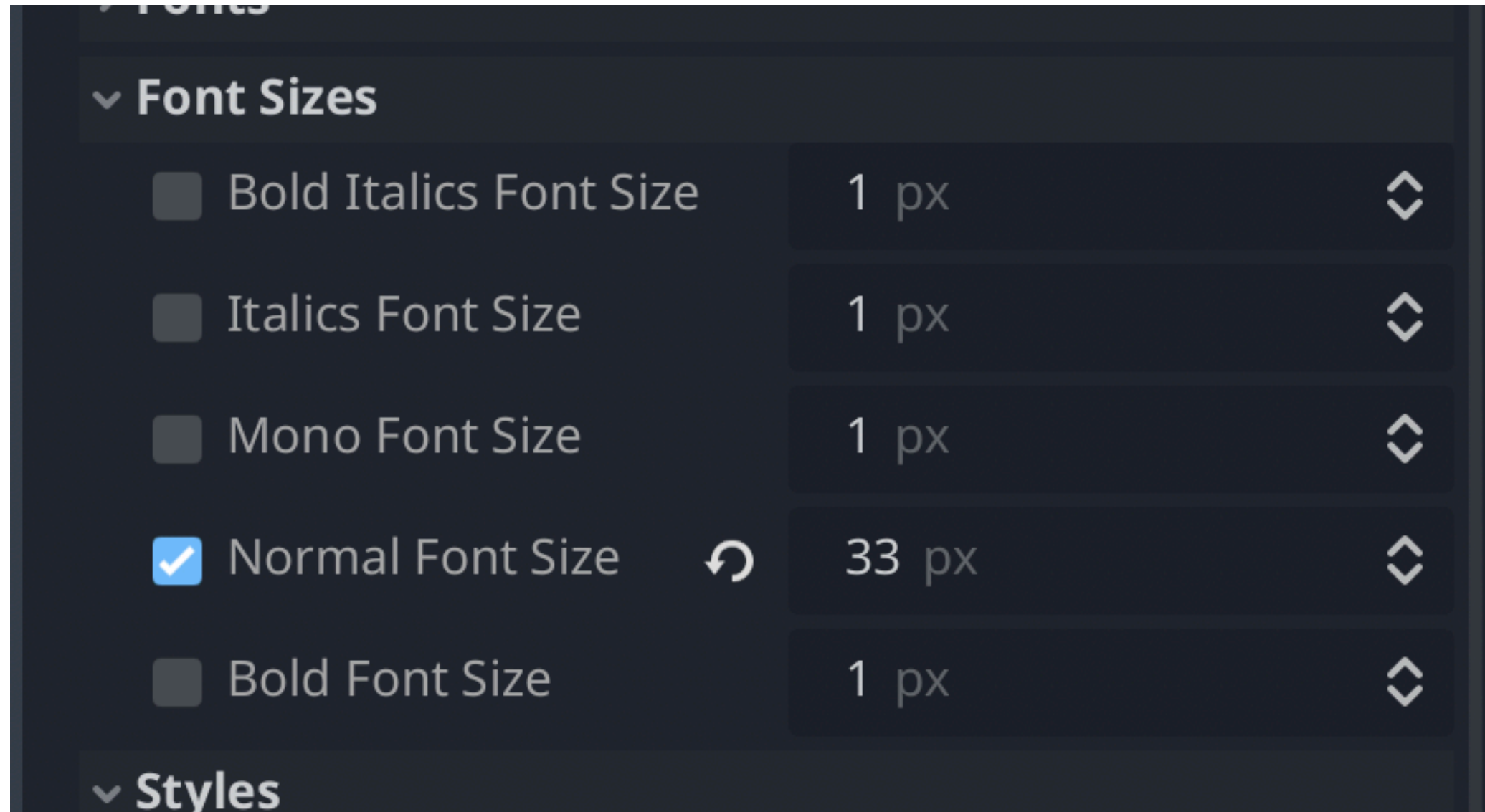
Change the Font Outline color to add a color around the letters

Adding Text!!

Go to Constants and Outline Size to increase the outline

▼ Constants		
☐ Table V Separation	0	↕
☐ Table H Separation	0	↕
☐ Text Highlight V Paddin	0	↕
☐ Text Highlight H Paddin	0	↕
☒ Outline Size ↺	20	↕
☐ Shadow Offset Y	20.0	↕
☐ Shadow Offset X	0	↕
☐ Shadow Outline Size	0	↕
☐ Line Separation	0	↕

Adding Text!!



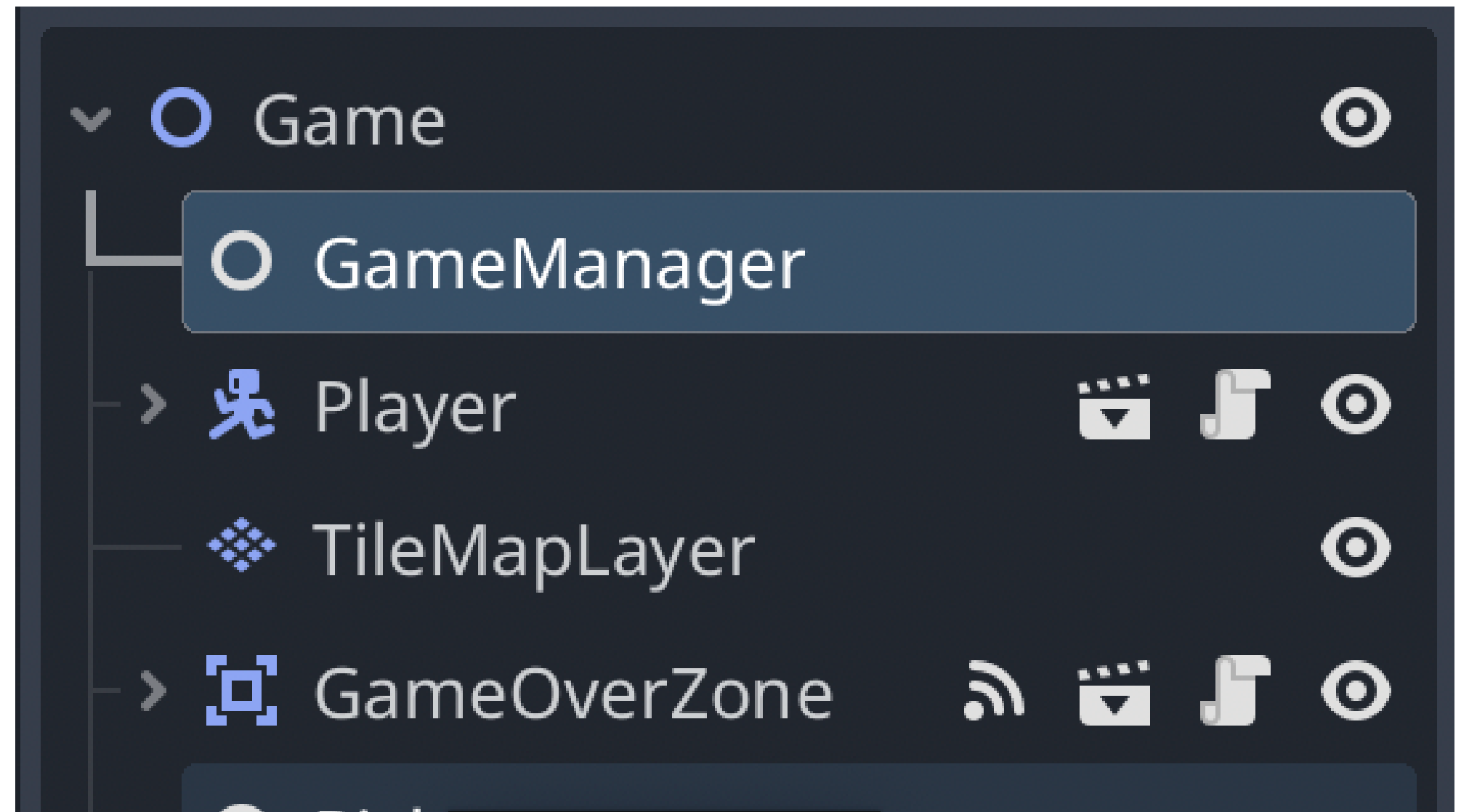
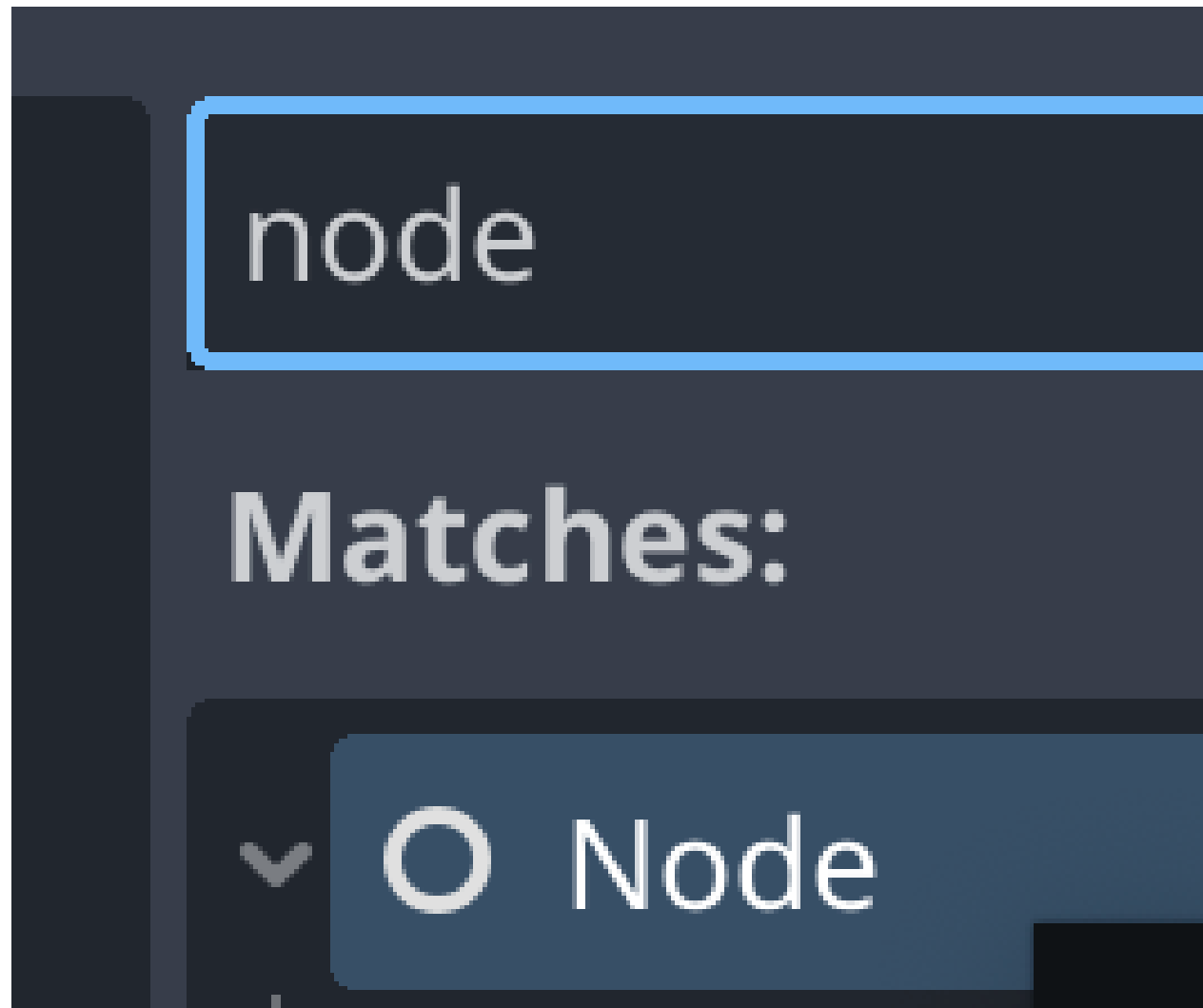
Go to Font Sizes > Normal to adjust the Font Size

Use Left and Right
Arrows to Move,
Use Space to Jump.



Add some simple instructions to
your game.

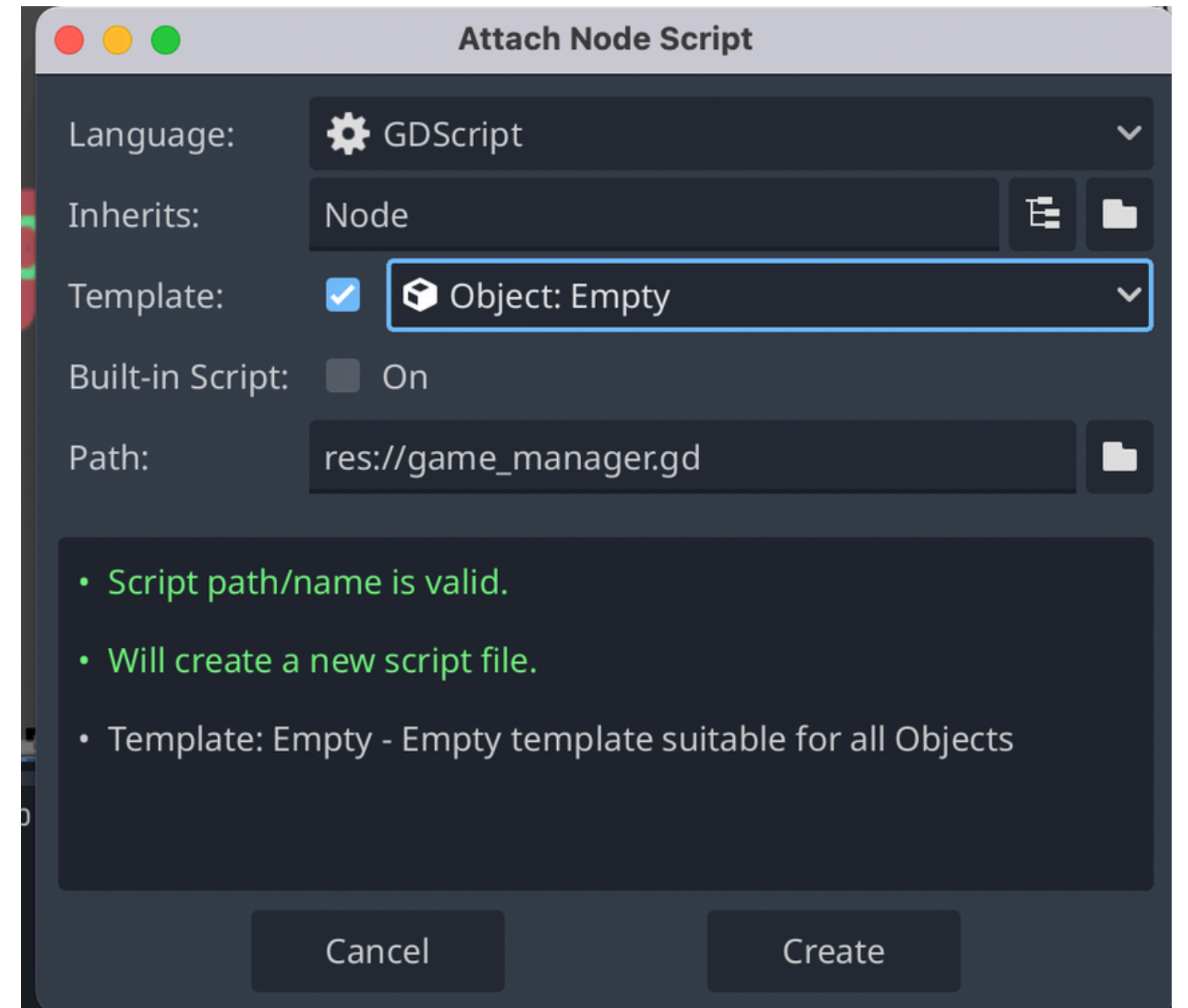
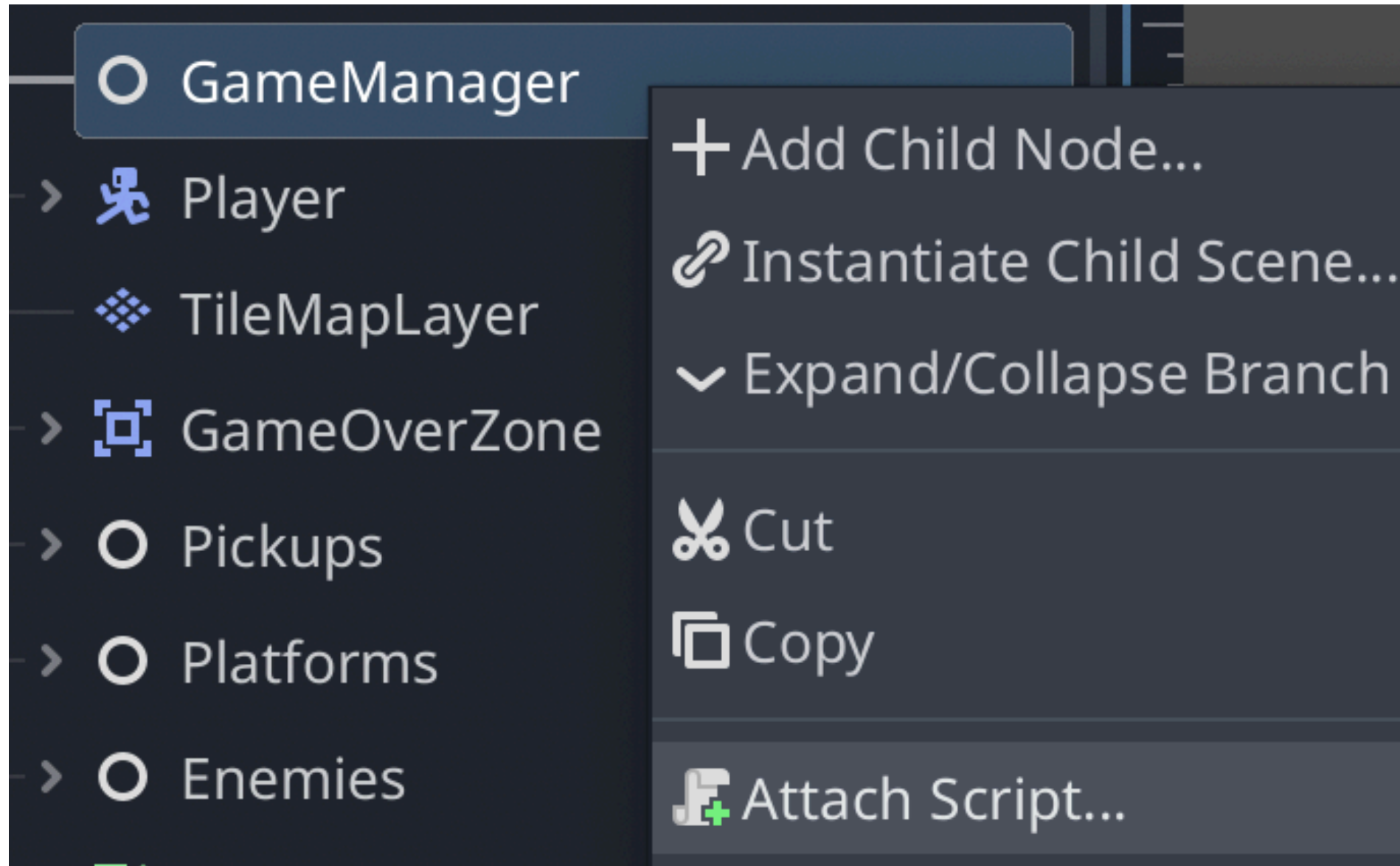
Add a Game Manager!



Use a basic Node and add it as a child to the Game. Now rename it as GameManager.

Drag it to the top of the Game tree.

Add a Game Manager!



Attach script to the GameManager node
Choose the EMPTY template

Add a Game Manager!

```
1  extends Node
2
3  var score = 0
4
5  ▼ func add_point():
6      >|    score += 1
7      >|    print(score)
```

We will add code here to get our point score.

We will connect this to our pickups!

We are creating a function that will add a point for pickups and display a score.

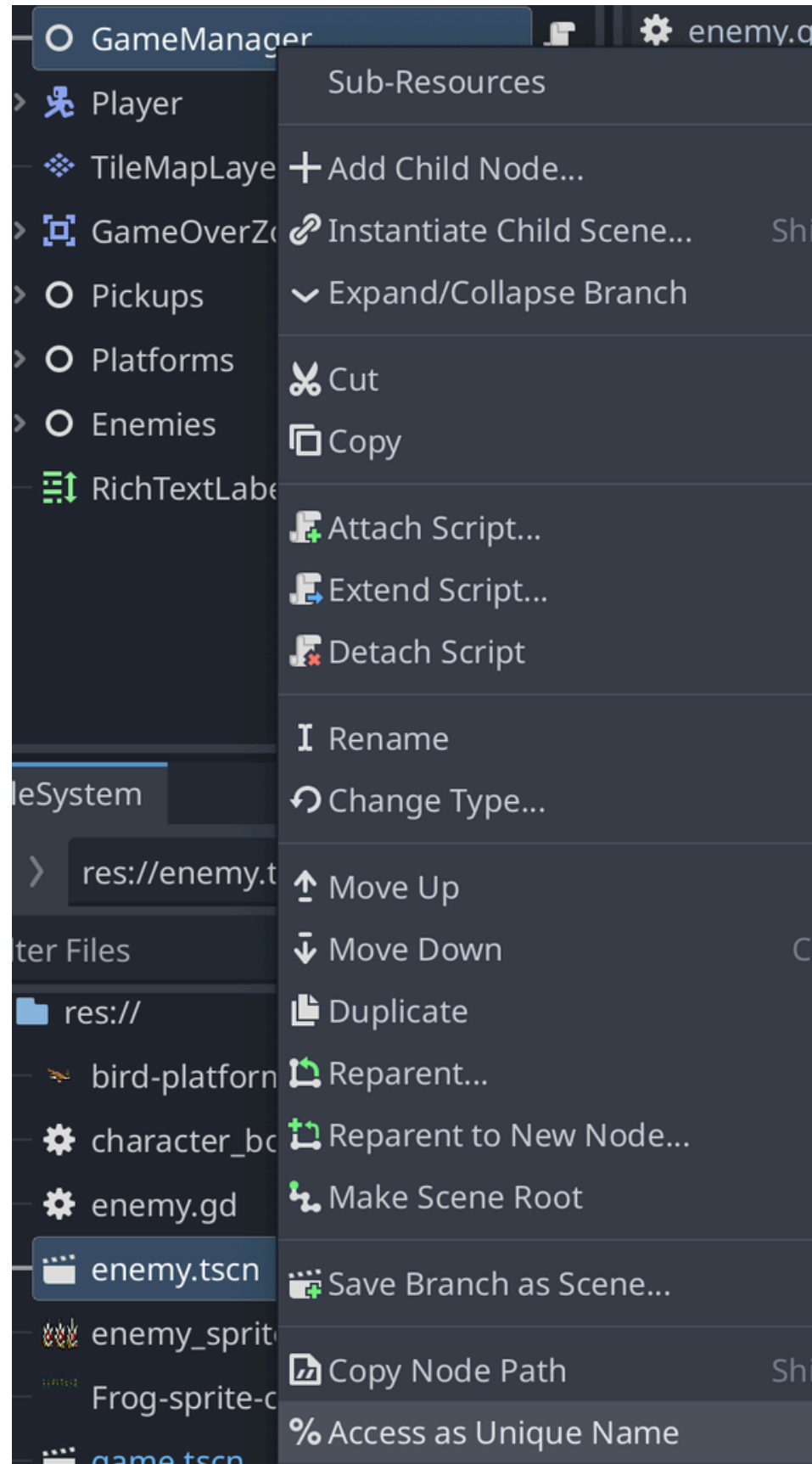
Add a Game Manager!

We need to connect our PICKUP script to the Game manager.

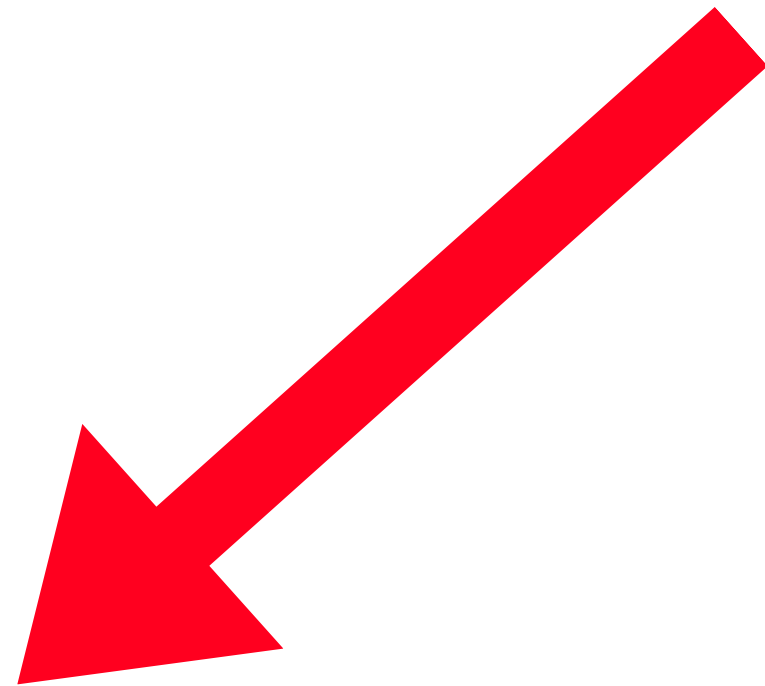
Go back to your PICKUP script.

```
1  extends Area2D
2
➔ 3  func _on_body_entered(body):
4      >|  print("ring collected!")
5      >|  queue_free()
6      >|
```

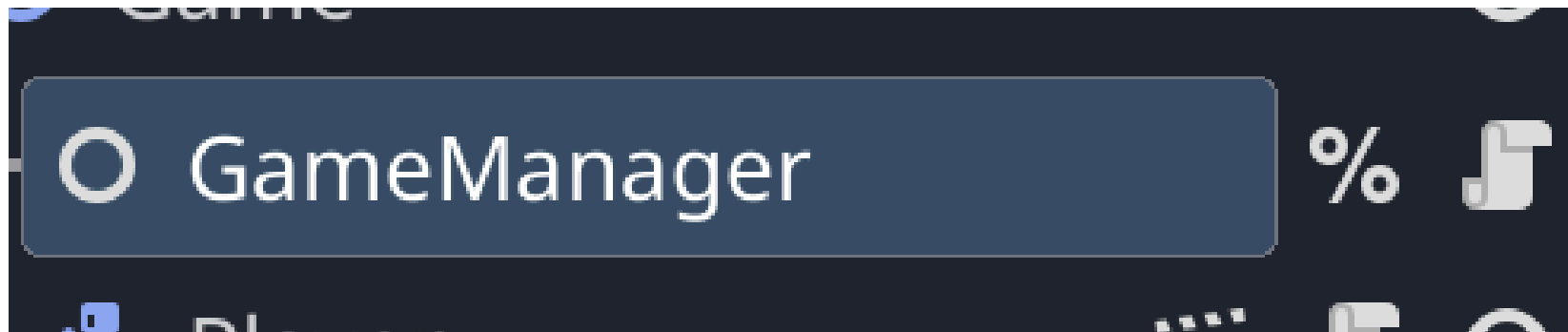
Add a Game Manager!



We need to use the Game Manager as a variable.
To make this easier, right click on the Game Manager
Node and choose
Access as Unique Name



Add a Game Manager!



```
1 extends Area2D
2
3 @onready var game_manager: Node = %GameManager
4 |
5
6 func _on_body_entered(body):
```

This adds a % to the Node, which will help us use it in our code.
Drag the GameManager node to the PICKUP code and hold control.

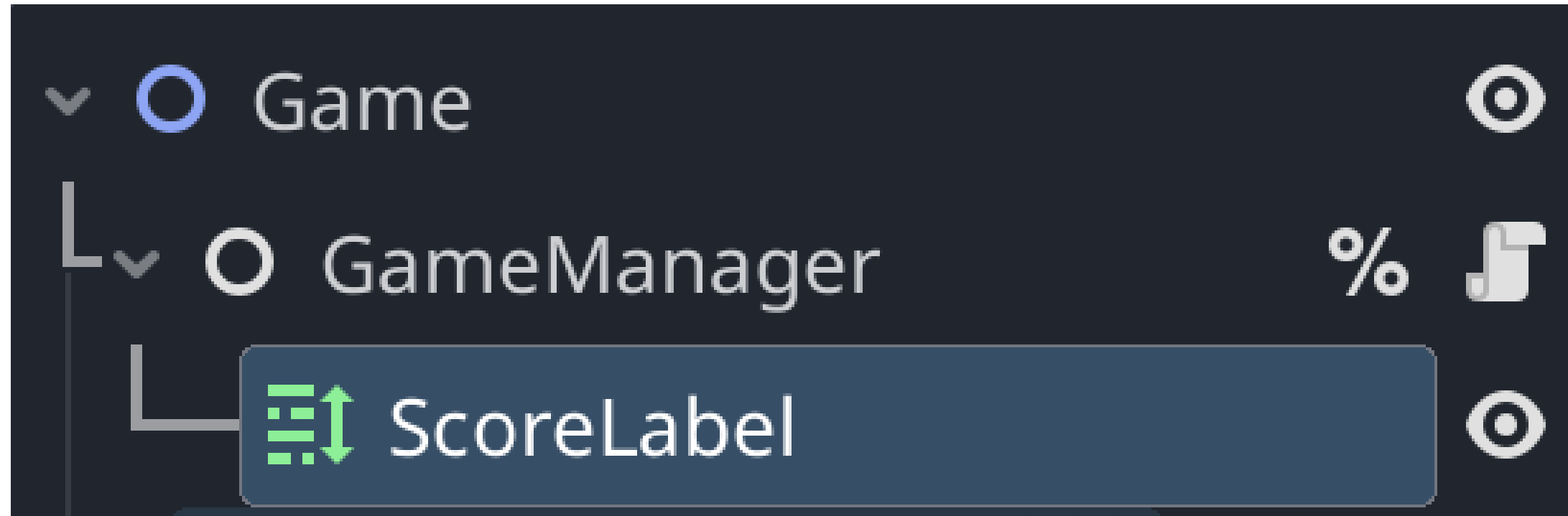
Add a Game Manager!

```
1  extends Area2D
2
3  @onready var game_manager: Node = %GameManager
4
5
6  func _on_body_entered(body):
7      >| #print("ring collected!")
8      >| game_manager.add_point()
9      >| queue_free()
10     >|
```

Now we will use this new game_manager variable and replace our previous print line.

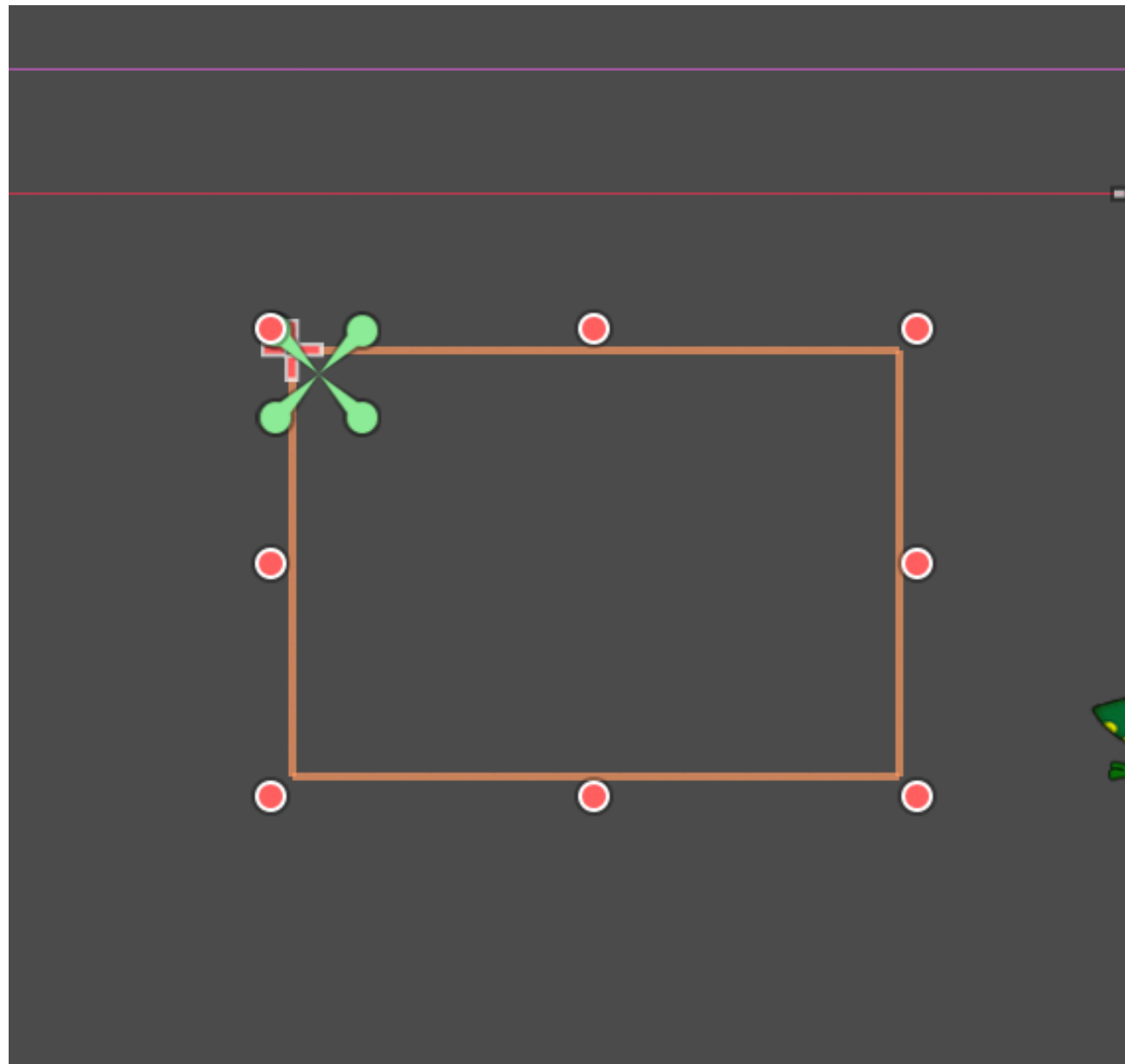
We will now call upon the add_point function we previously created whenever we touch a pickup!

SCORE TEXT



Add a new RichTextLabel to the Game and rename it ScoreLabel

Drag it as a child of the Game Manager to keep things organized.



Move the new Label away
from other text and objects.

SCORE TEXT

```
1  extends Node
2
3  var score = 0
4  @onready var score_label: RichTextLabel = $ScoreLabel
5
6
7  func add_point():
8      score += 1
9      print(score)
10
```

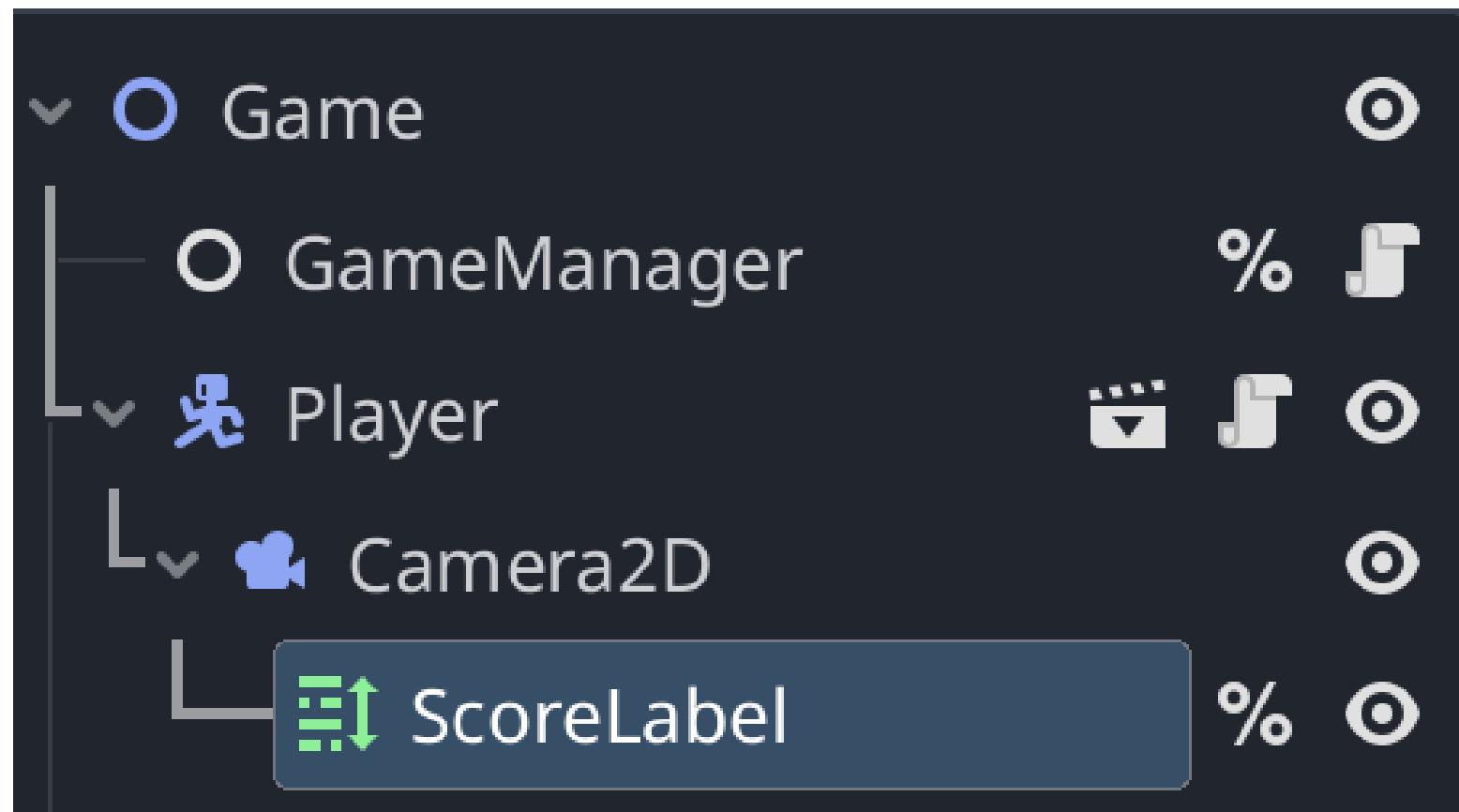
Drag the ScoreLabel node to the GameManager script to create a new variable.

SCORE TEXT

```
1  extends Node
2
3  var score = 0
4  @onready var score_label: RichTextLabel = $ScoreLabel
5
6
7  ▼ func add_point():
8      >| score += 1
9      >| score_label.text = "You collected " + str(score) + " coins."
10
```

Now add the following text to make the text box automatically updated based on the coins you collected.

If you want to attach the Score Counter to your camera, we will need to modify the code.



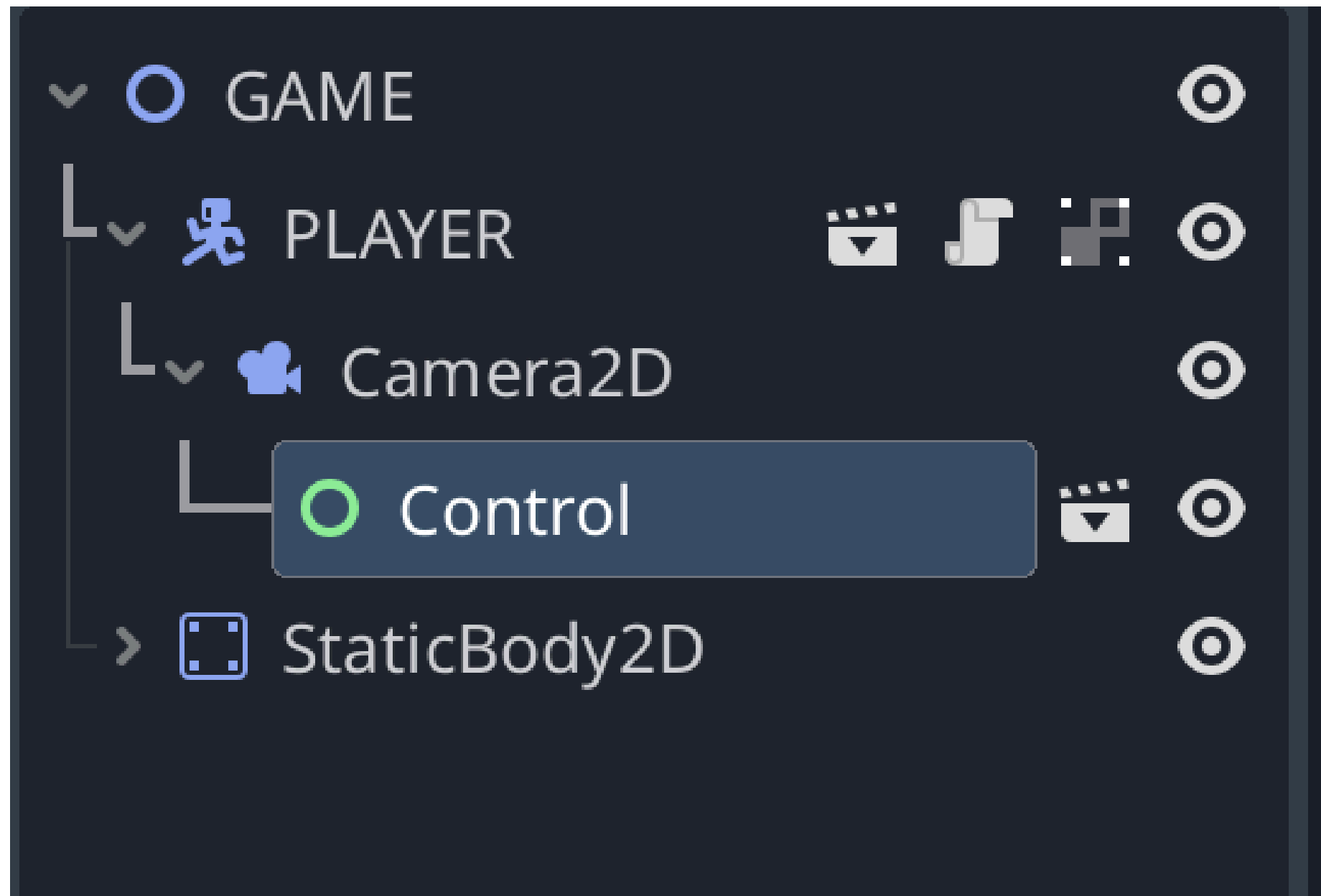
Drag the Score label out of the Game Manager child position.

Create a unique name.

Fix the code.

TRY IT!

```
1 extends Node
2
3 var score = 0
4 @onready var score_label: RichTextLabel = %ScoreLabel
5
```

You can also use a CONTROL node to hold the TEXT