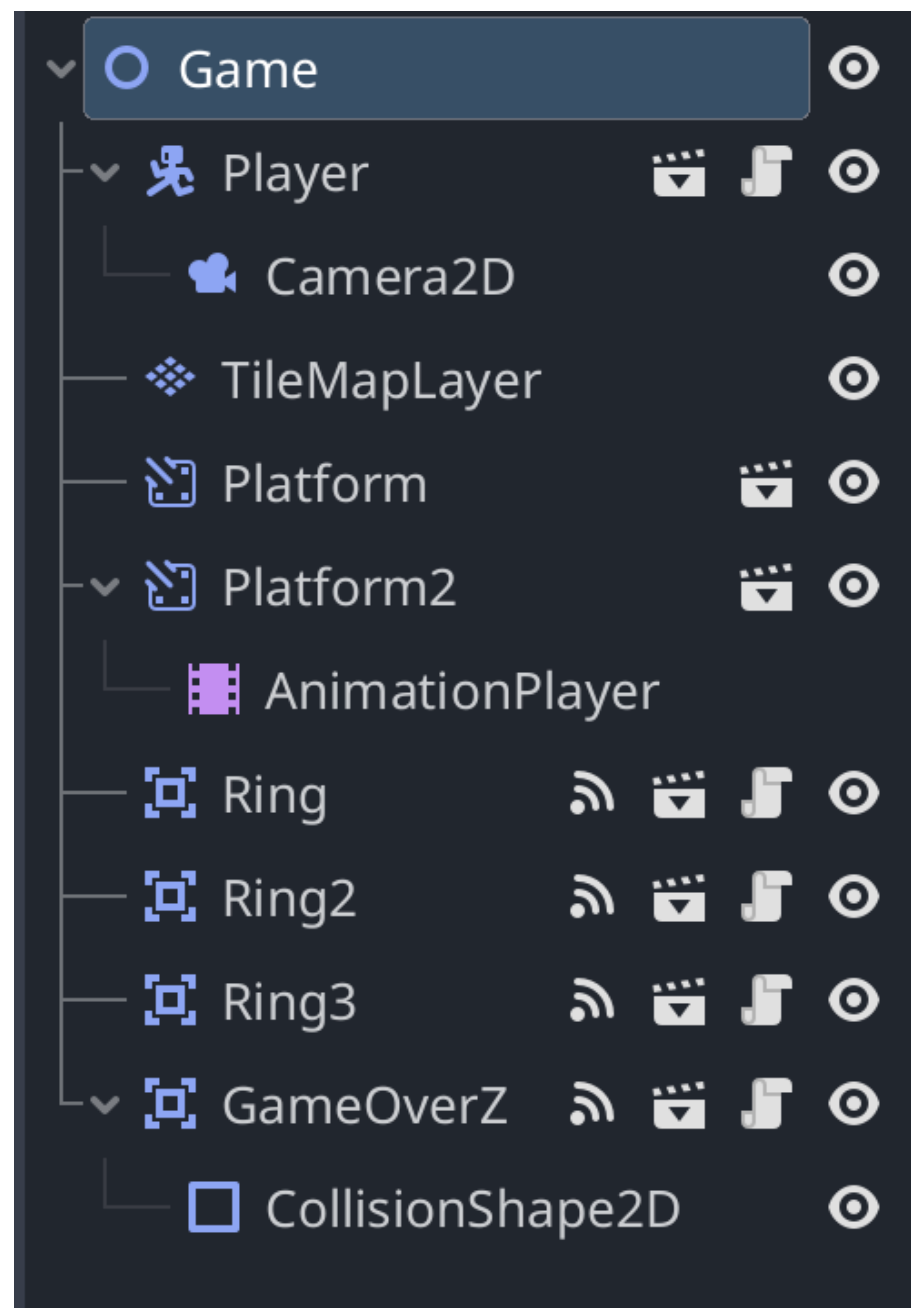
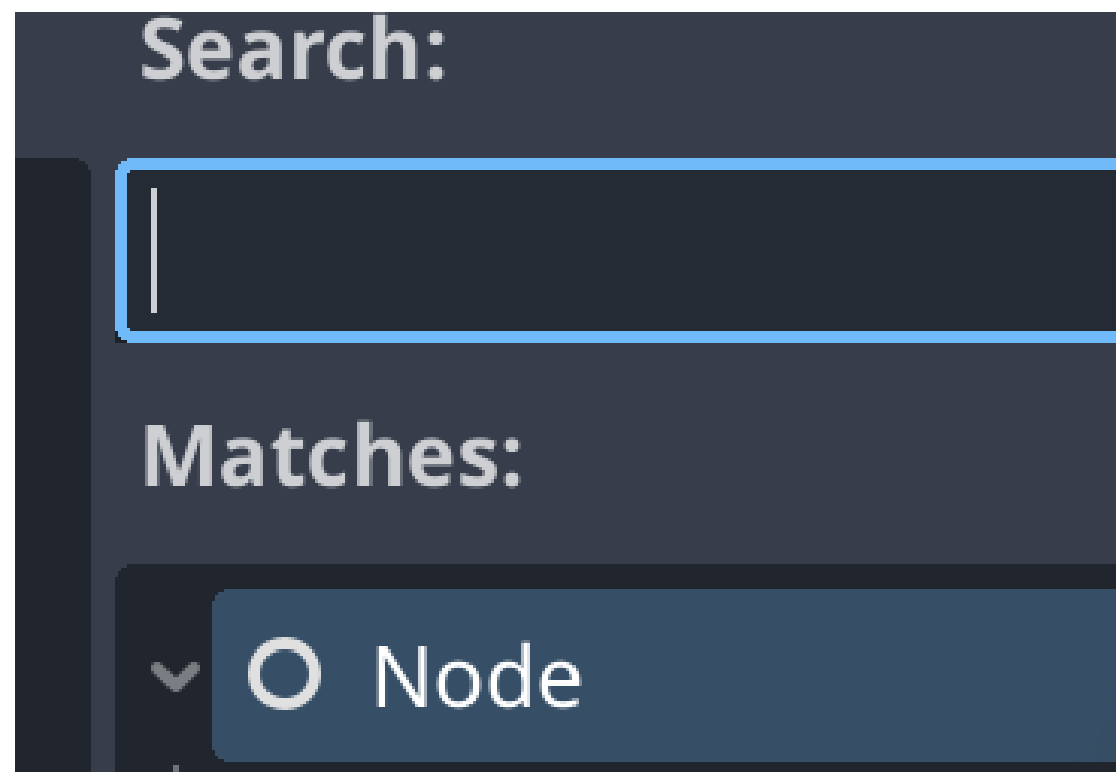
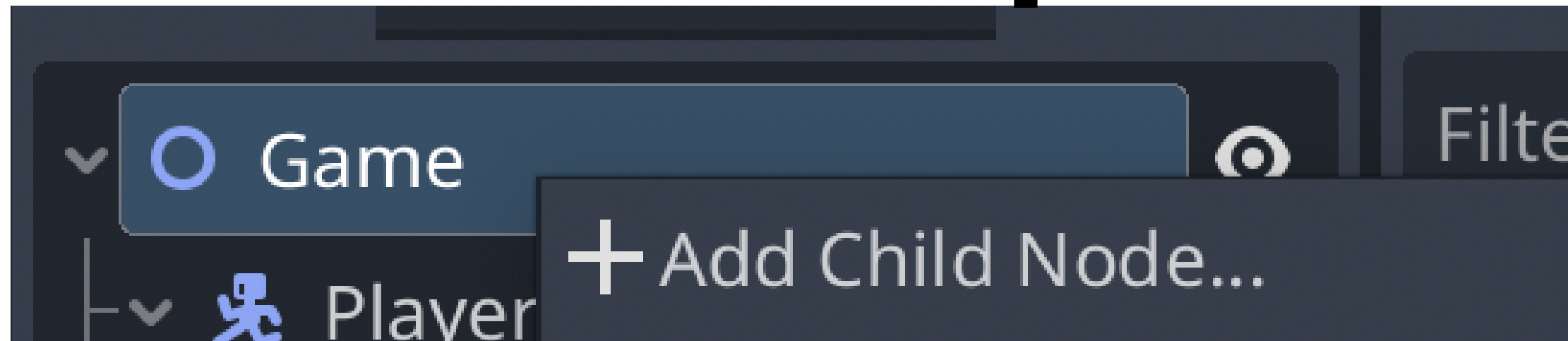


Clean Up Nodes!



We have made many nodes.
It is getting a bit mess.
We will make some Clean Up Nodes
to collect similar objects.

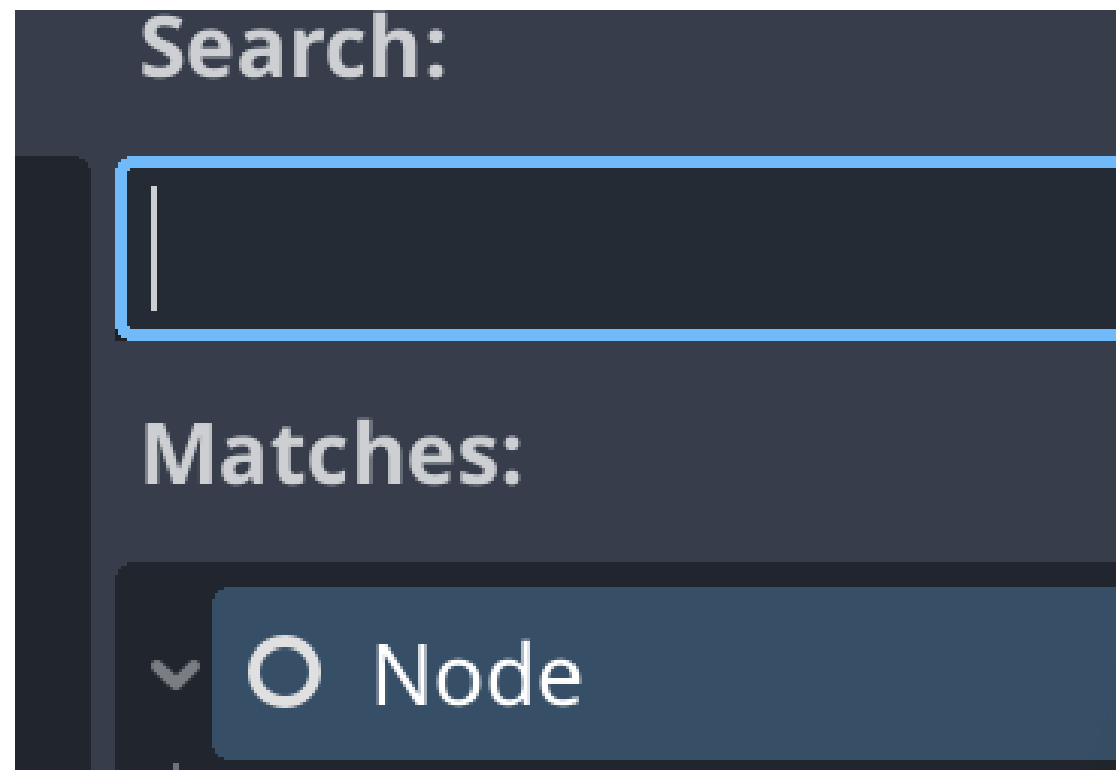
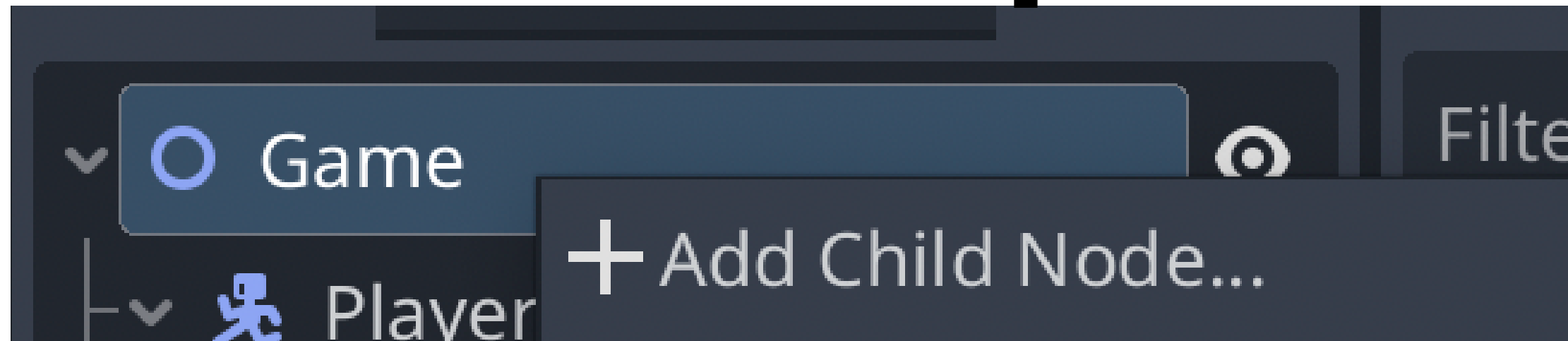
Clean Up Nodes!



Add a Child Node to the main GAME node.

Choose the basic 2D node

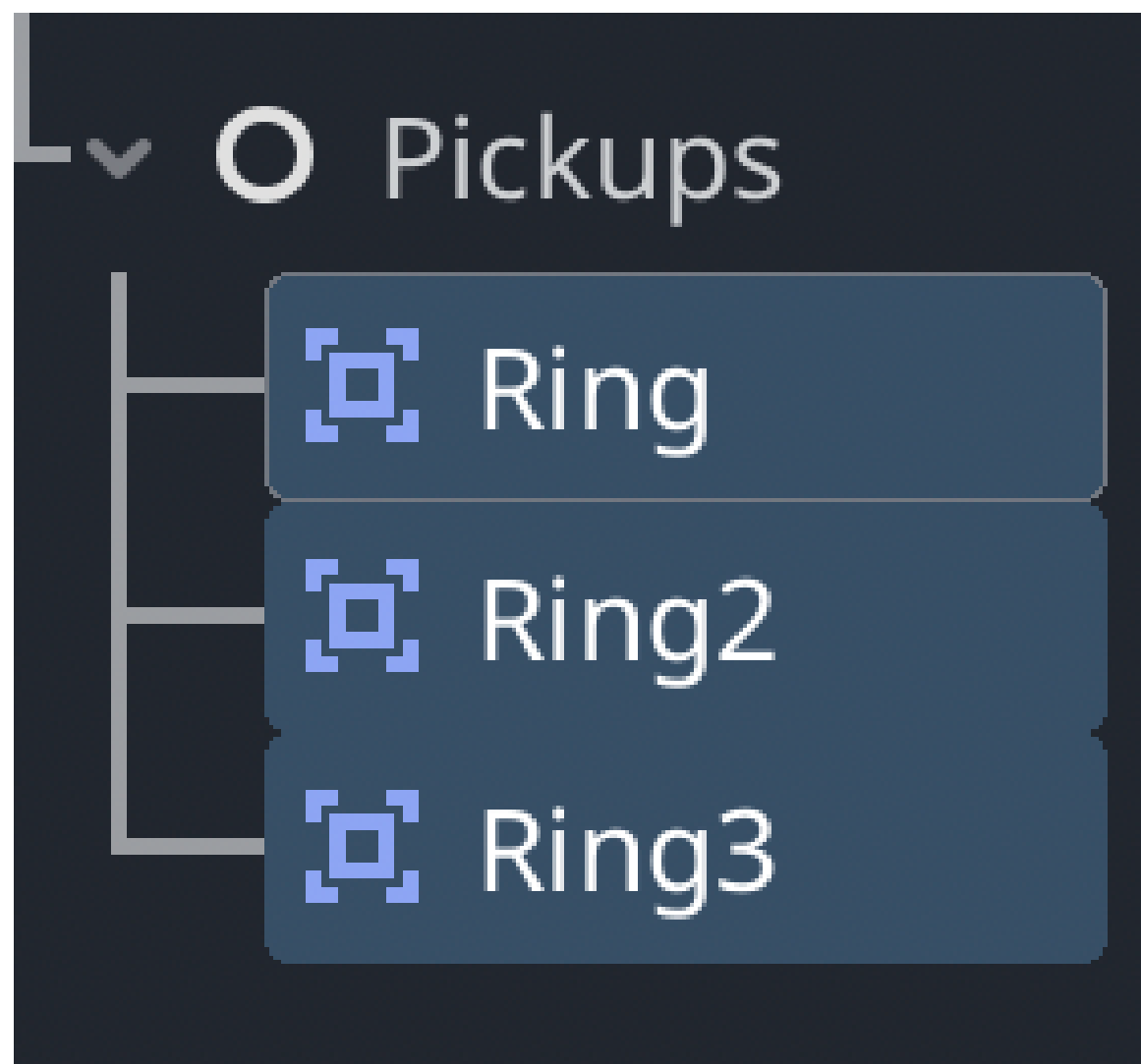
Clean Up Nodes!



Add a Child Node to the main GAME node.

Choose the basic 2D node

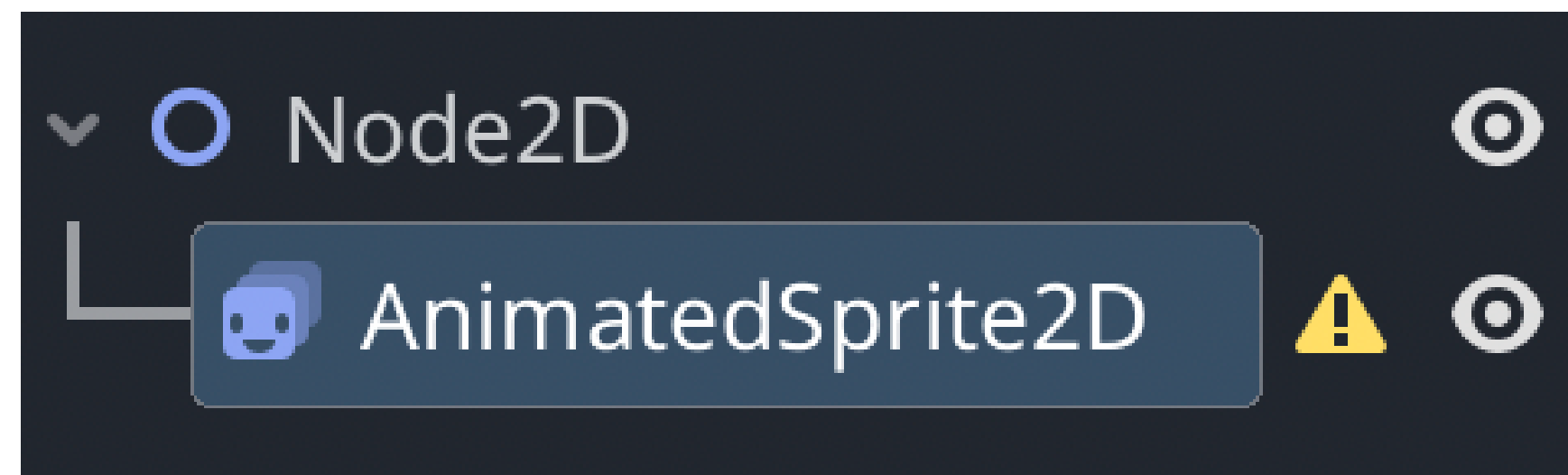
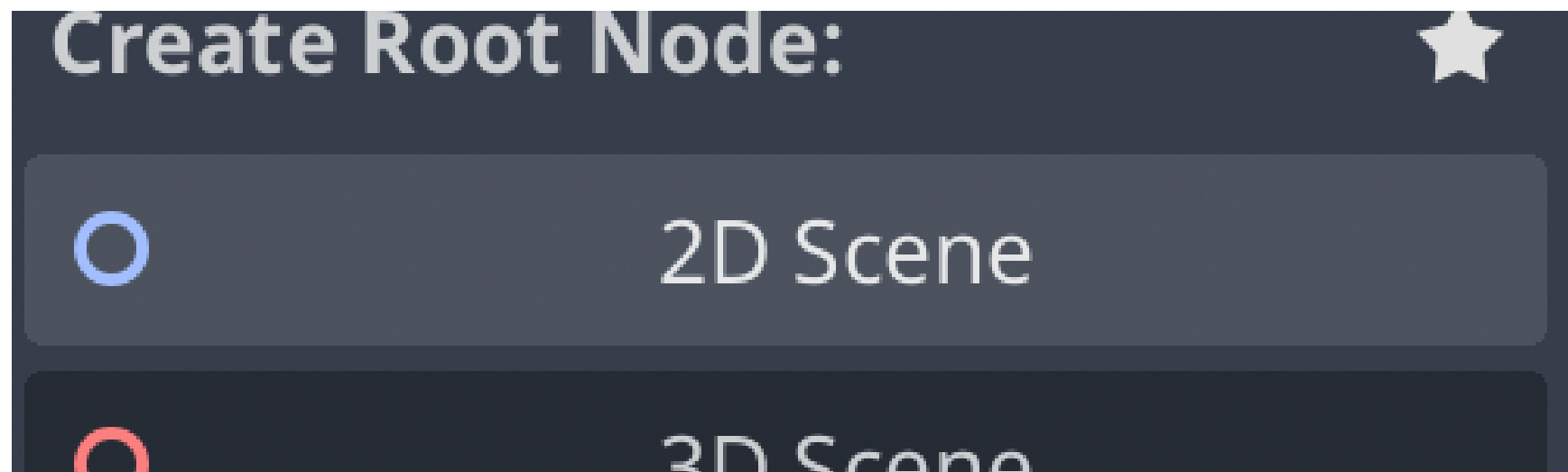
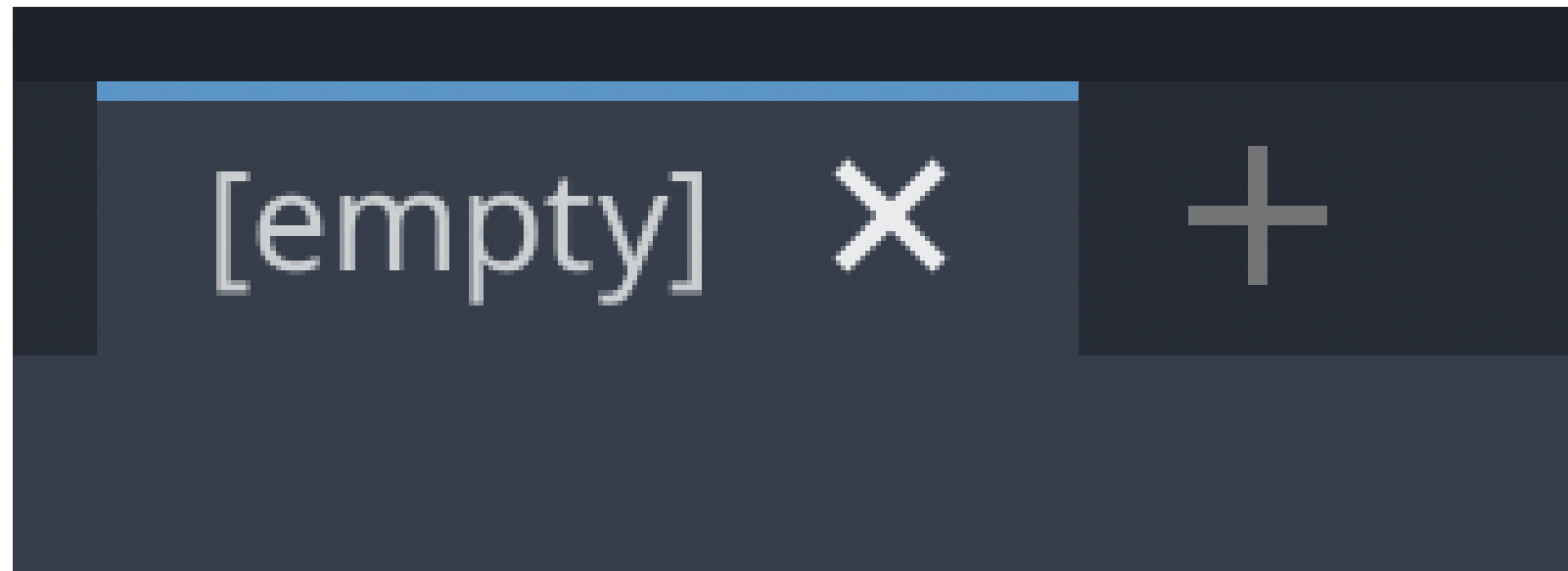
Clean Up Nodes!



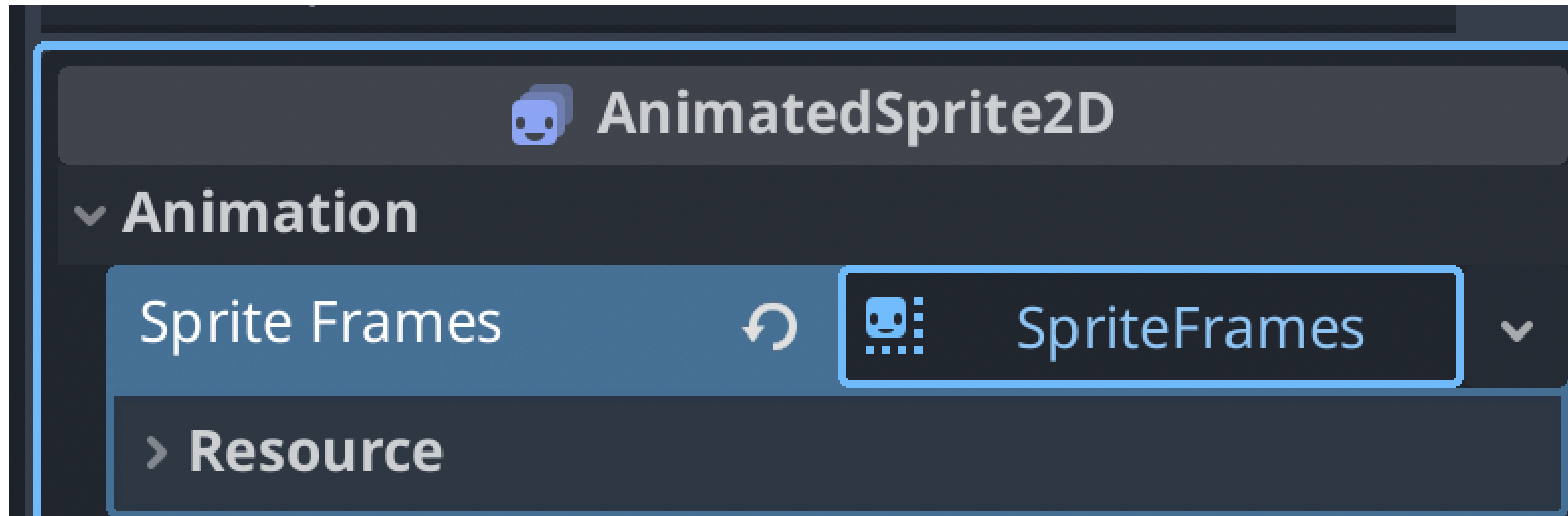
Organize your other nodes into this node.

Repeat the process, for example there could be a PICKUPS collection and a PLATFORM collection.

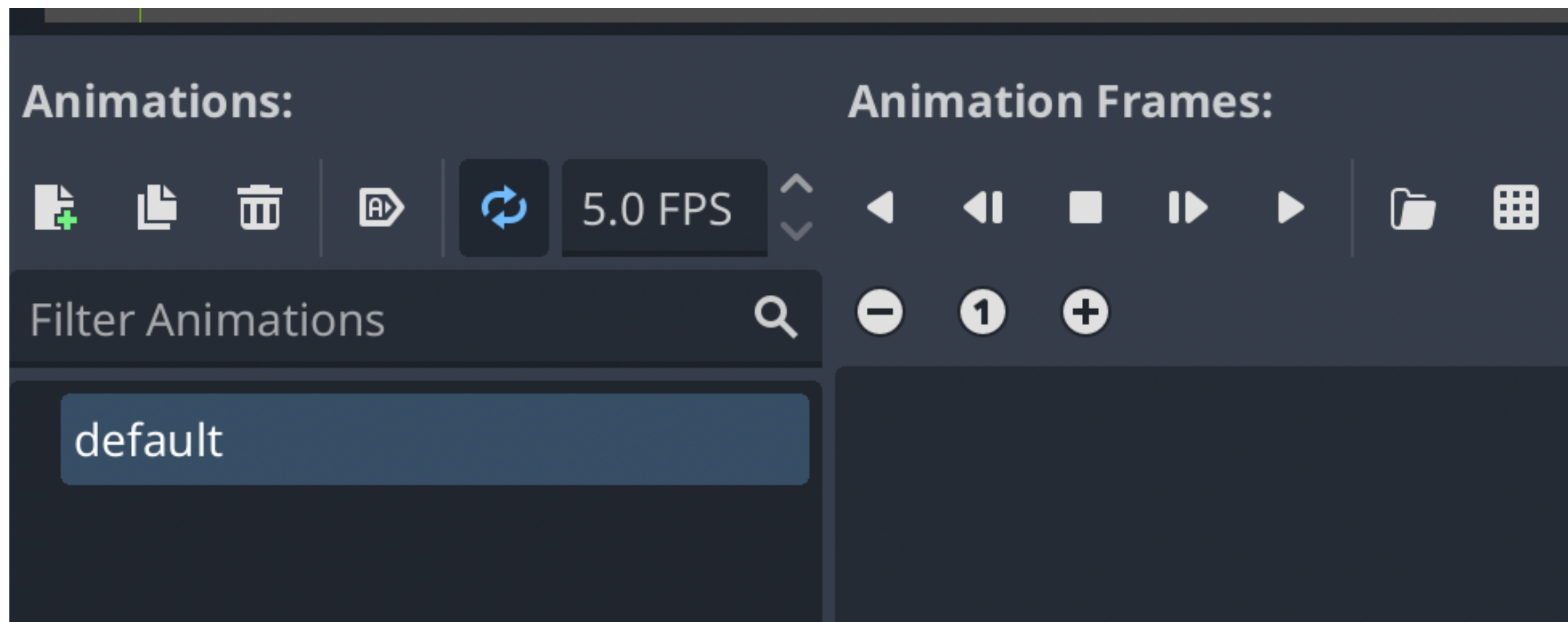
Enemy!



Make a new SCENE for the enemy.
Create a basic 2D Scene Node
Add Child >
AnimatedSprite2D



Add Sprite Frames in the Animation menu in the Inspector.



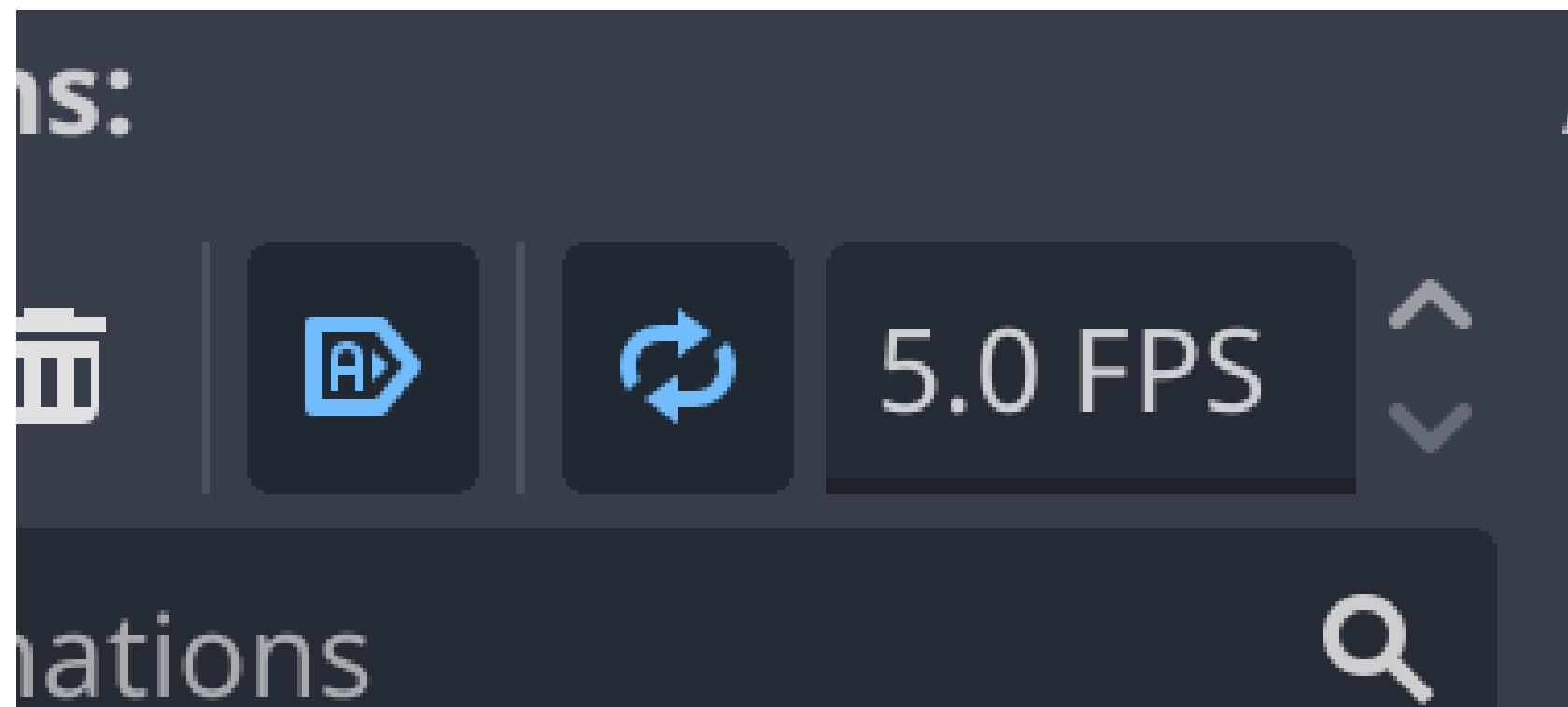
Add your Sprites in the Sprite Frames tab on the bottom of the screen.

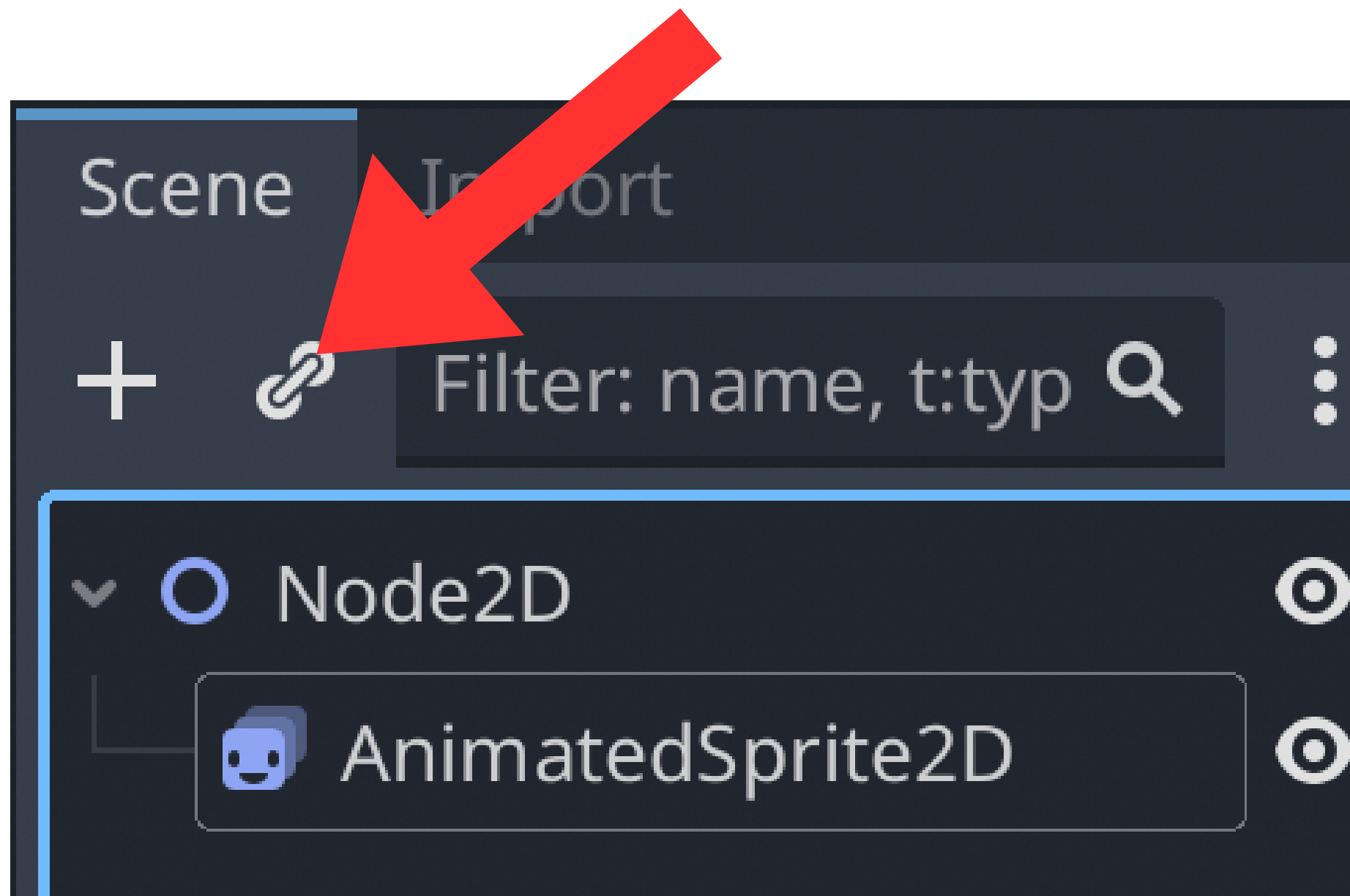
use the Waffle icon.



Load the Frames

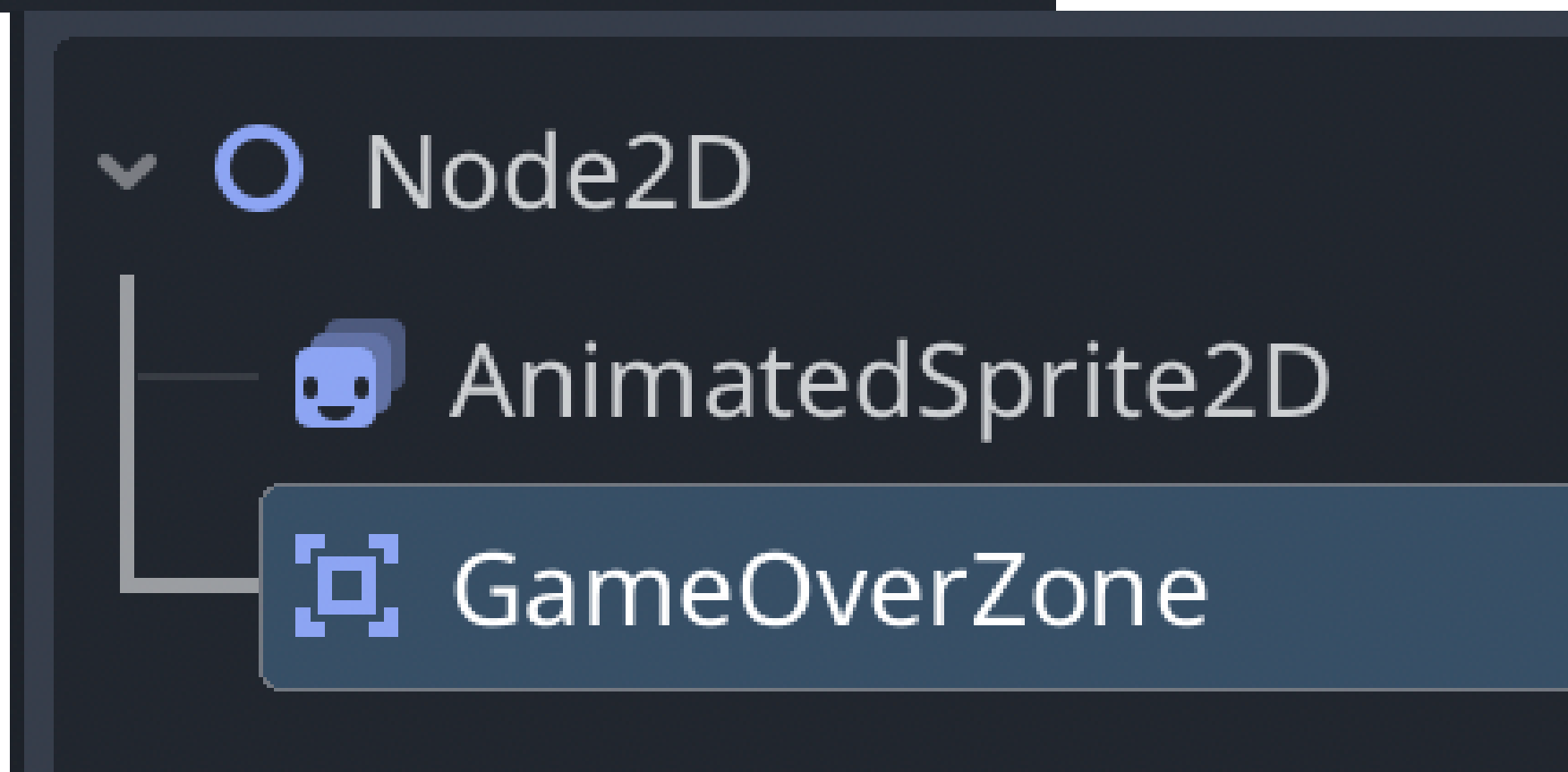
Press the Autoload
button and the PLAY
button to test your
animation.

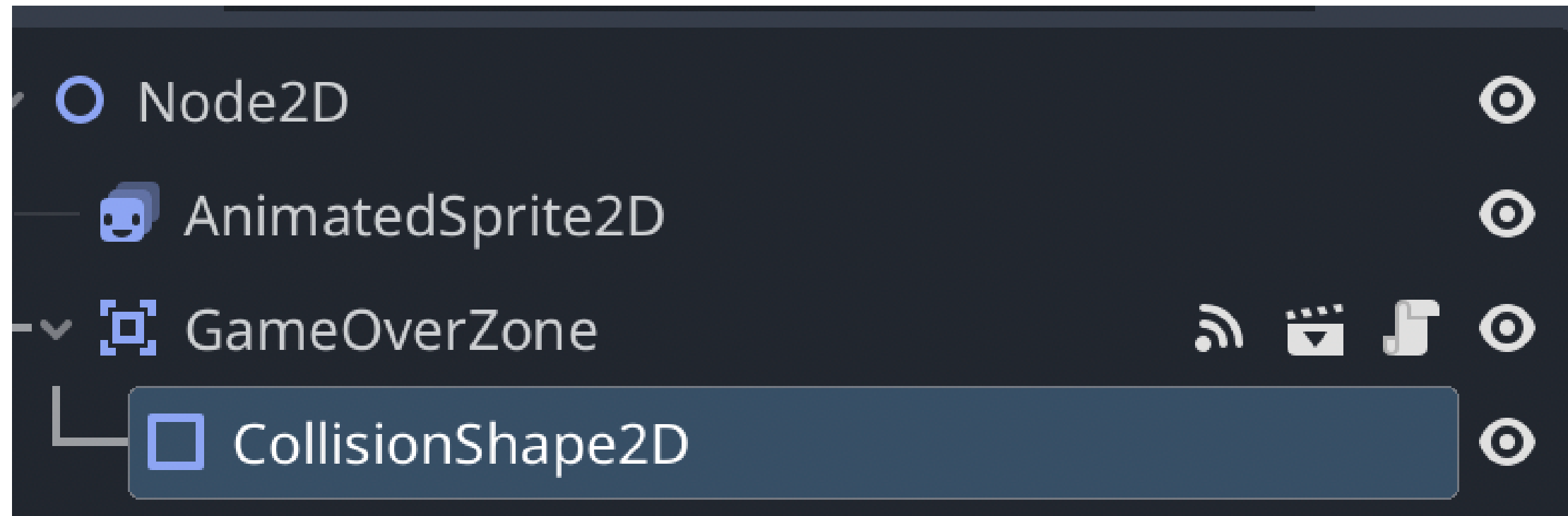




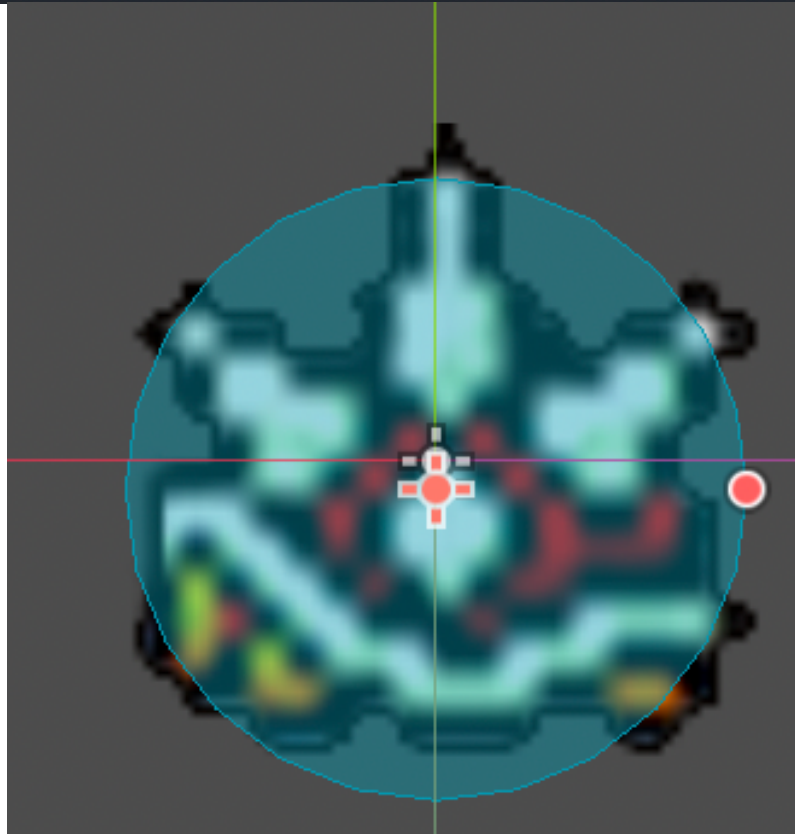
To make the Enemy work, we will reuse the GameOverZone!

Add it by clicking on the CHAIN LINK button, it will give you a list of your scenes.

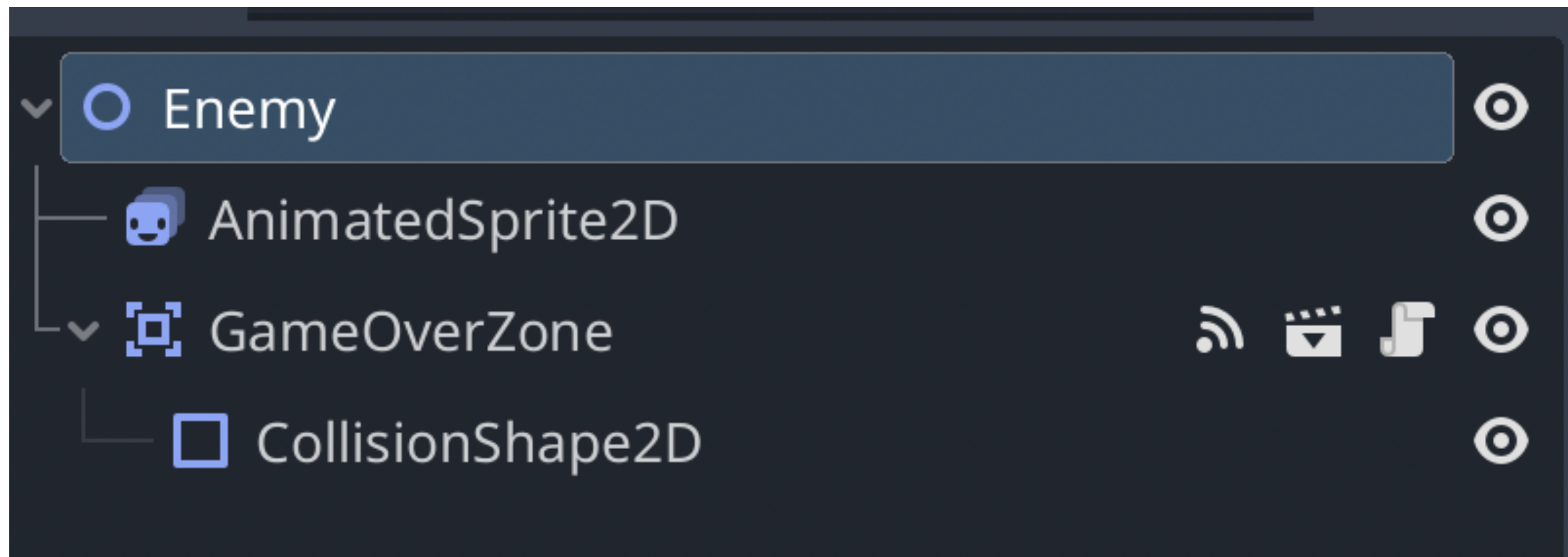




Click on the
GameOverZone
Node, Add a Child >
CollisionShape2d



Add the collision
shape you need and
make it fit your
enemy.



Name the top node
ENEMY

and Save the Scene!



Add the Enemy
SCENE in your main
game window.

If you touch it, you
should get a Game
Over!