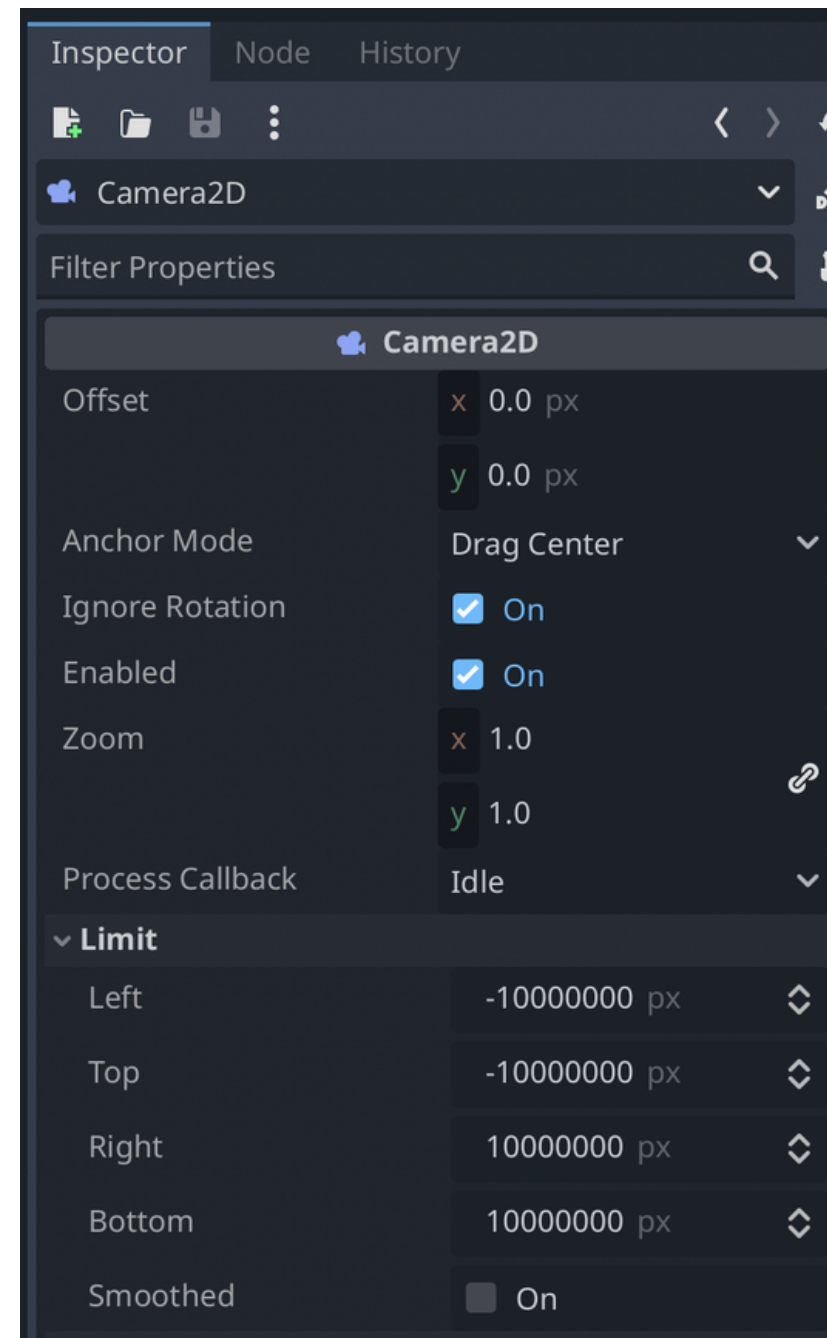
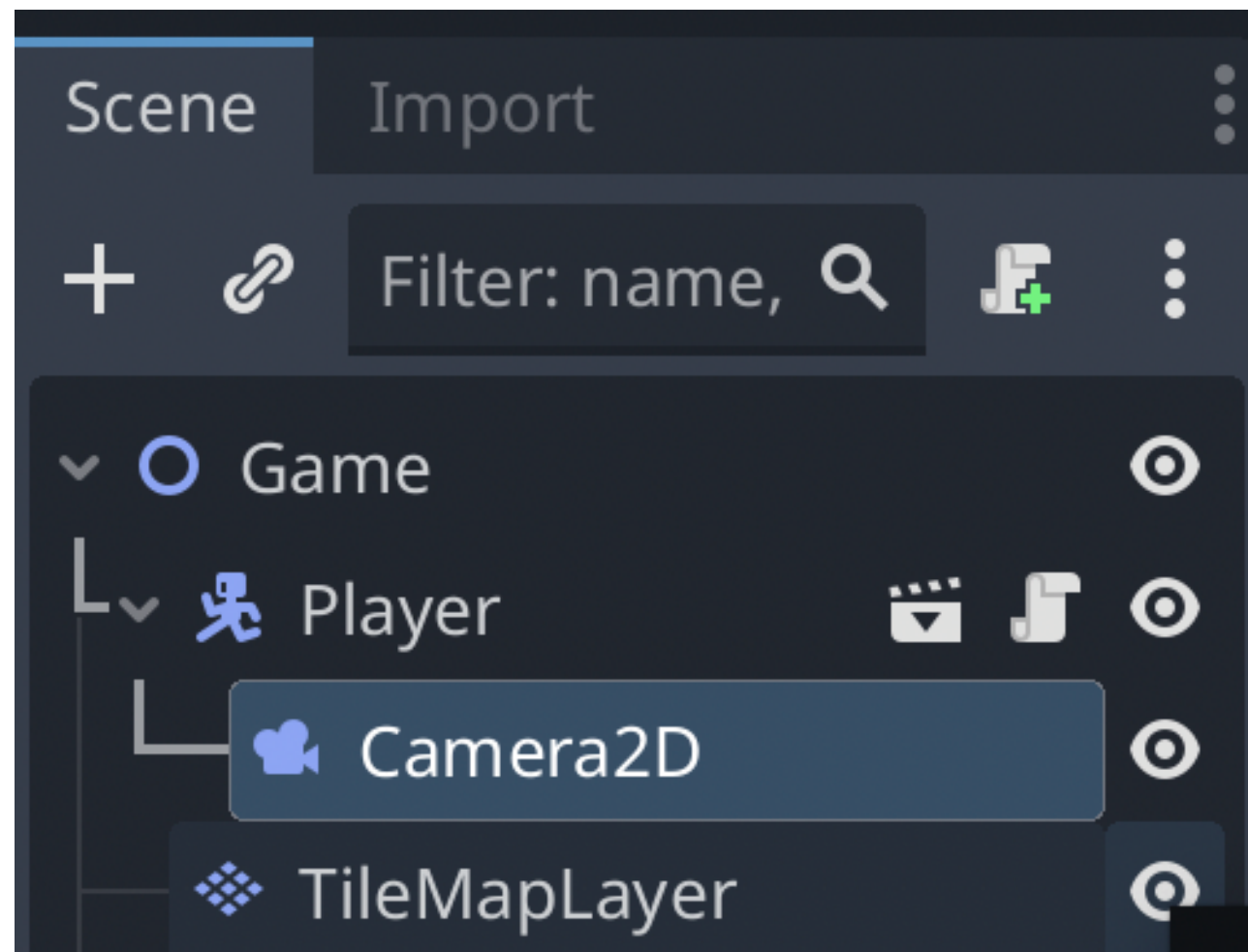


GAME OVER

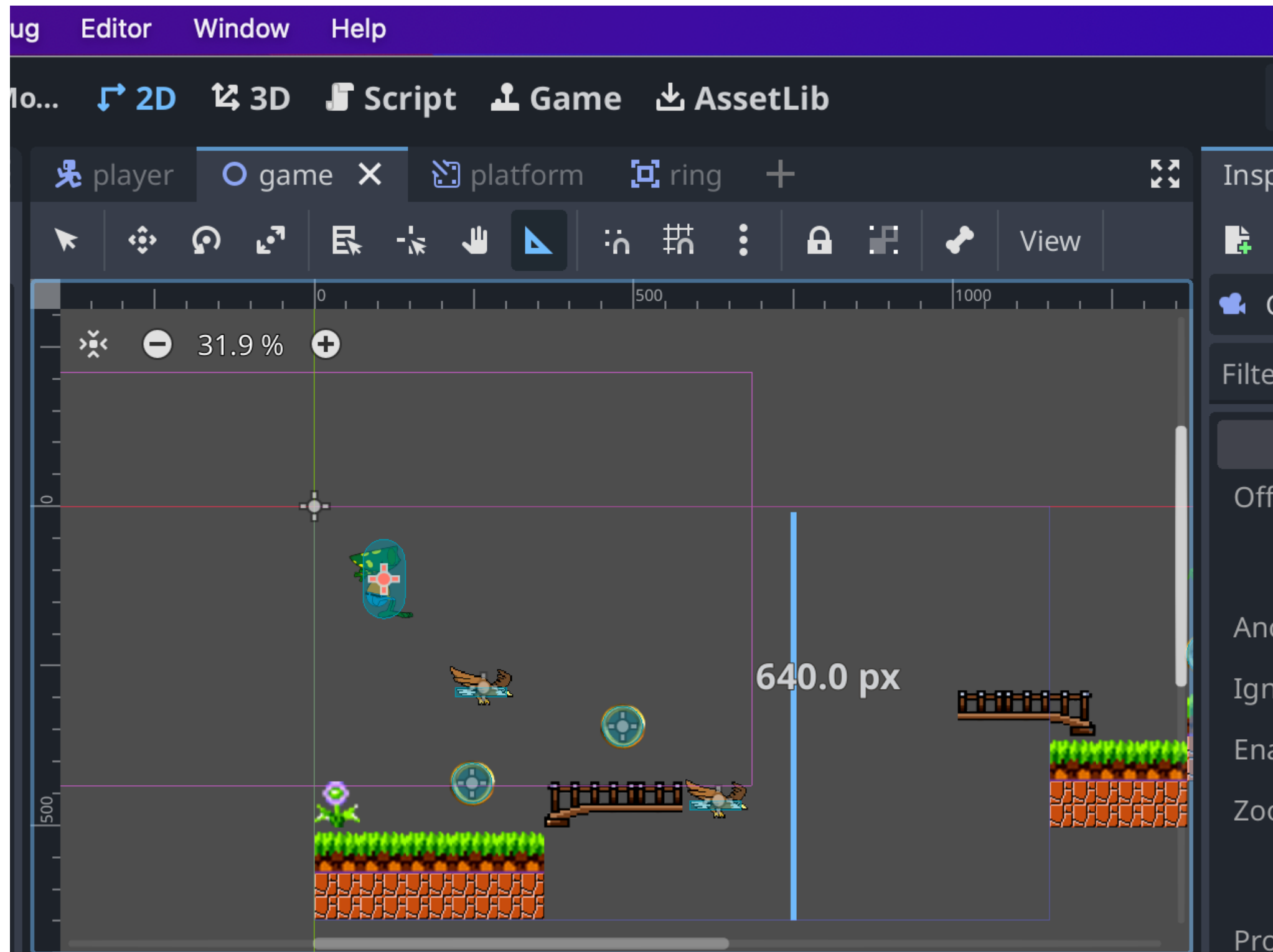


Step 1 :

Limit the Camera so that it does not follow a falling player.

Click on the Camera Node. It should be a child of the Player.

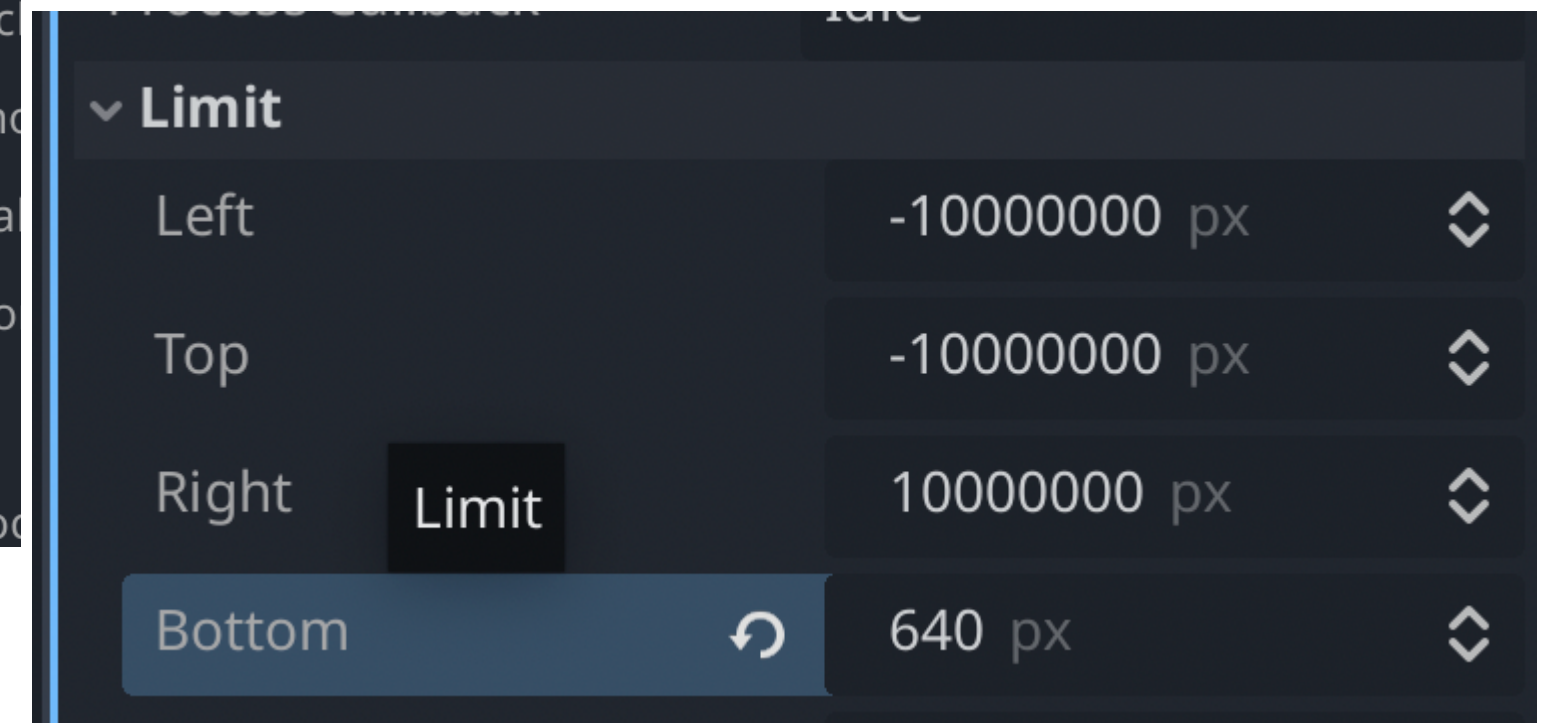
In the Inspector, click on the Limit section and adjust the BOTTOM setting. This will limit the camera from following our player.

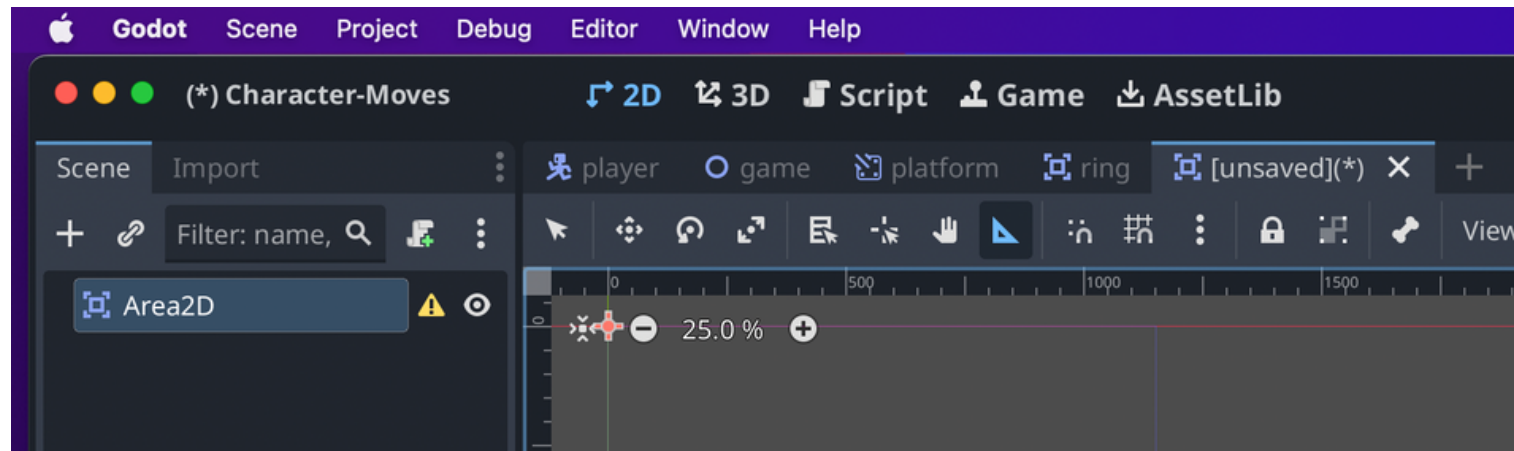


Step 2 :

Click on the RULER icon. Use this to measure the distance from the RED X axis to the bottom of your game.

In my example the bottom of the game is at 640px. Add your value to the Bottom section.



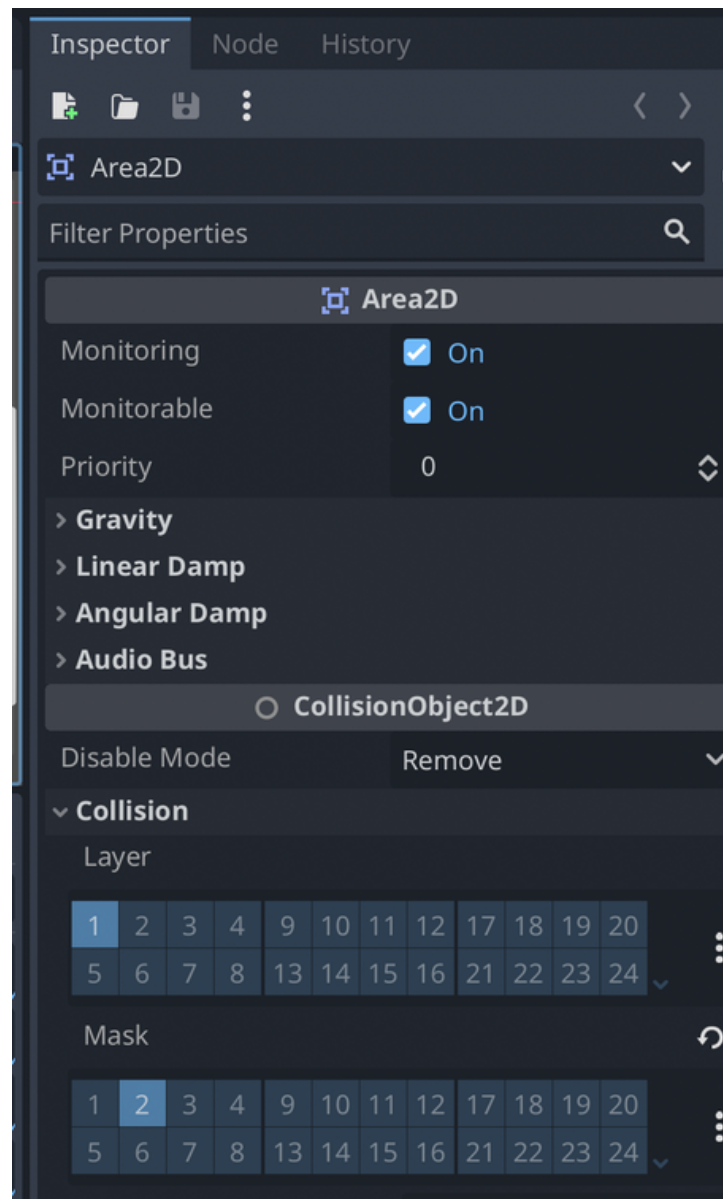


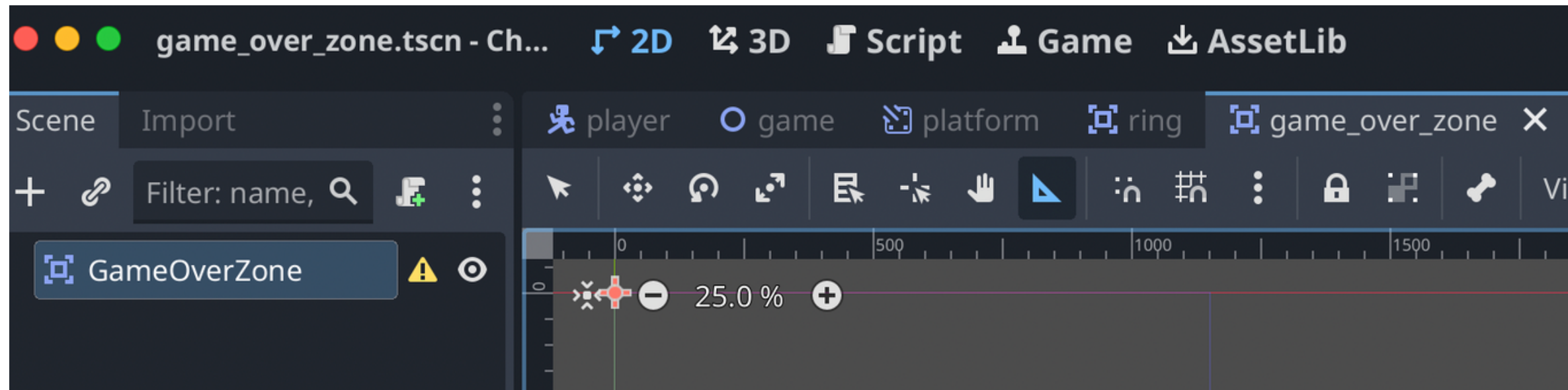
Step 3: Create a Game Over zone

Create a new scene

Add a AREA 2D NODE

Set its Collison to MASK 2

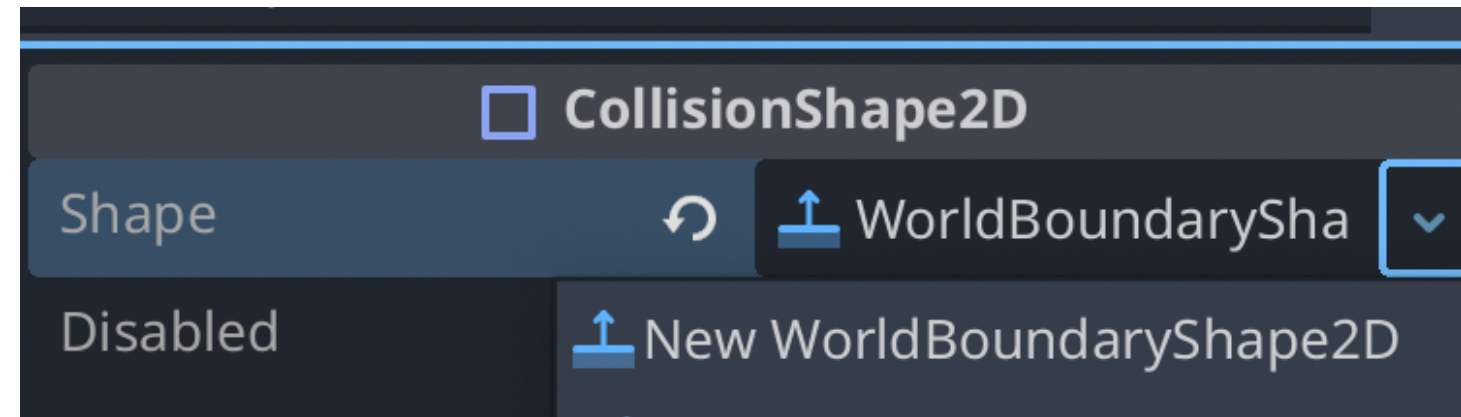
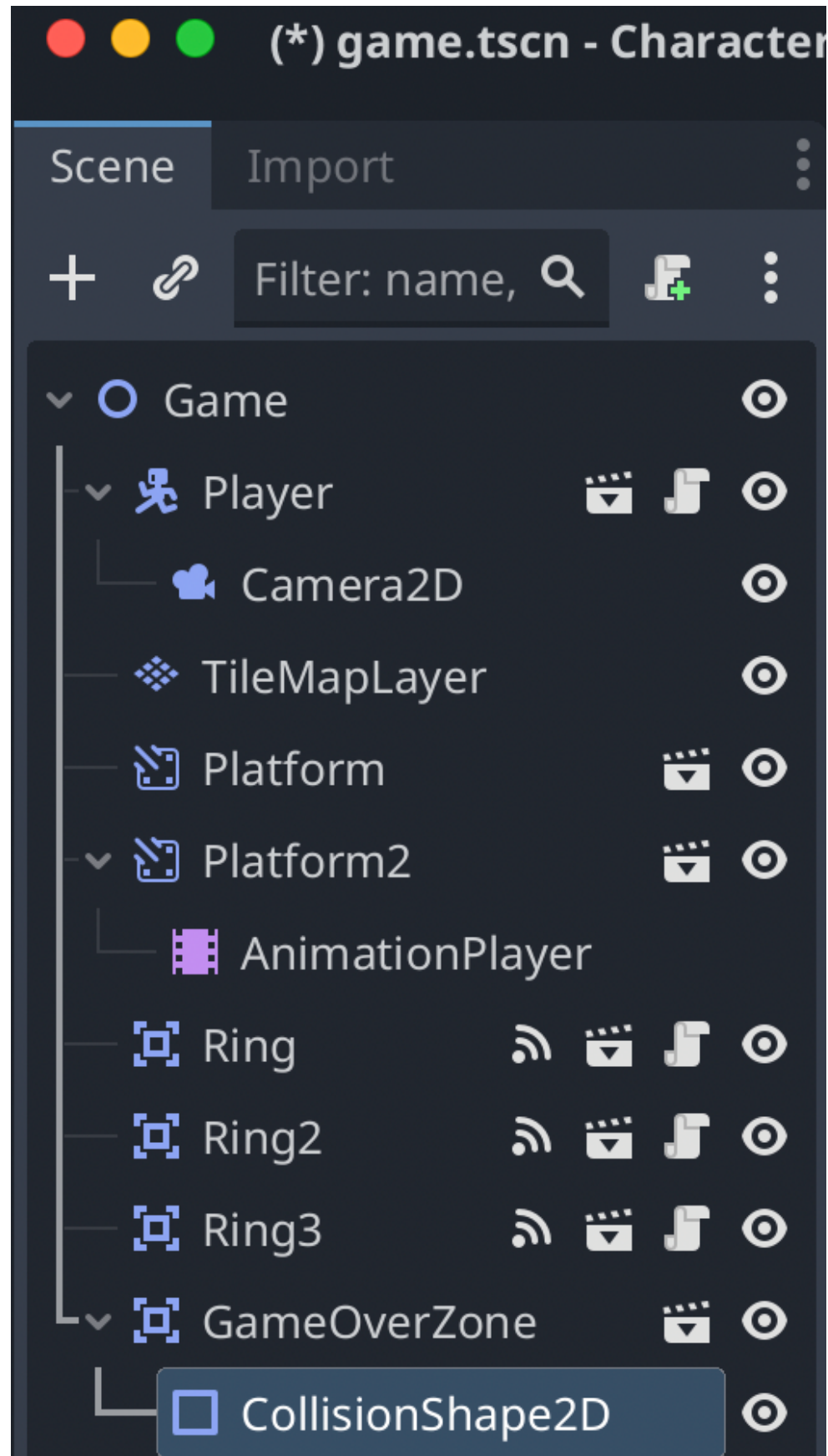




Step 4: Rename and Save

Rename and save this new scene as GameOverZone.

We will not add a collision shape because we want to be able to use it many places in our game.

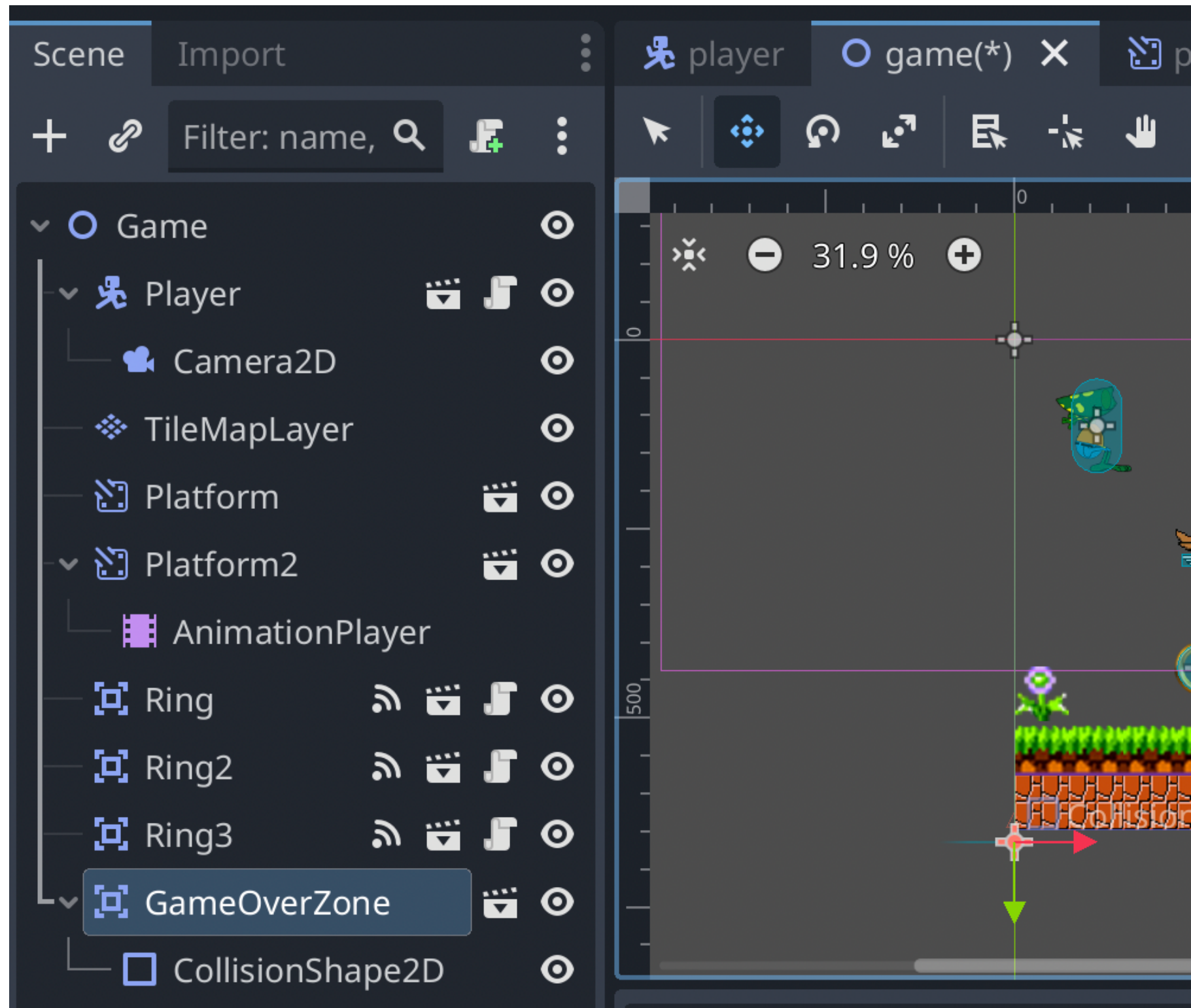


Step 5:

Add the GameOverZone to the Game scene.

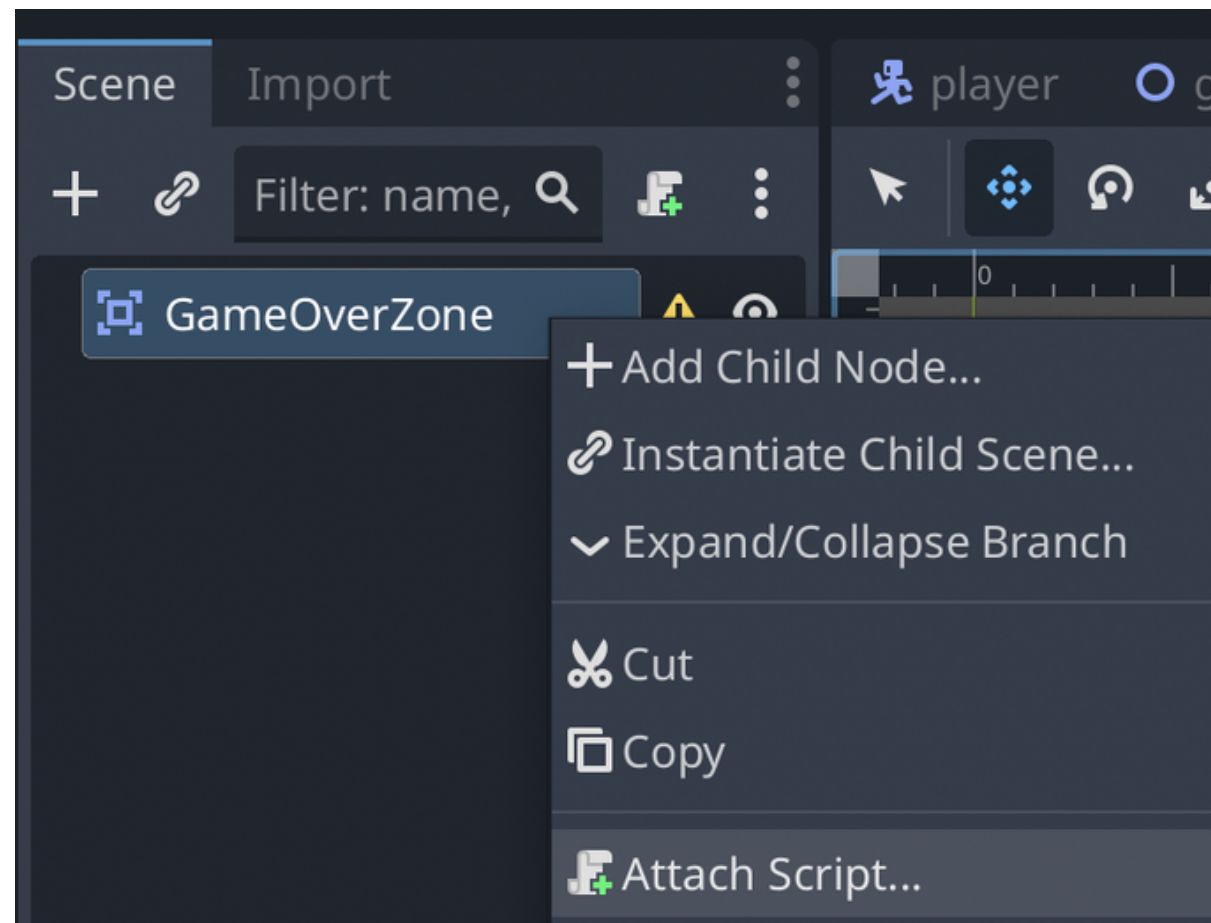
Add a child node CollisionShape2d to the GameOver Zone.

Choose the New World Boundary, this creates a boundary along the X axis.



Step 6:

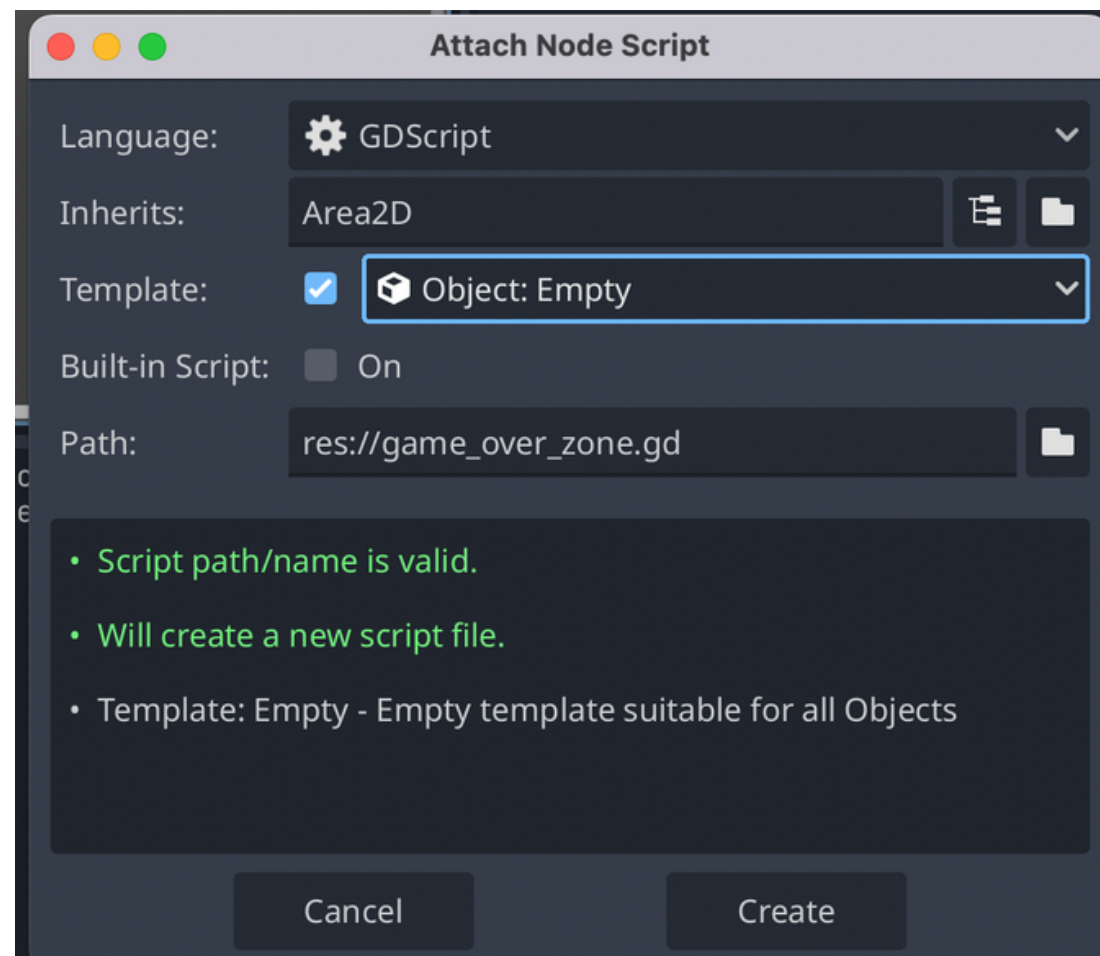
Click back on the GameOverZone node, and then use the Move tool to drag the World Boundary to where your game bottom is.

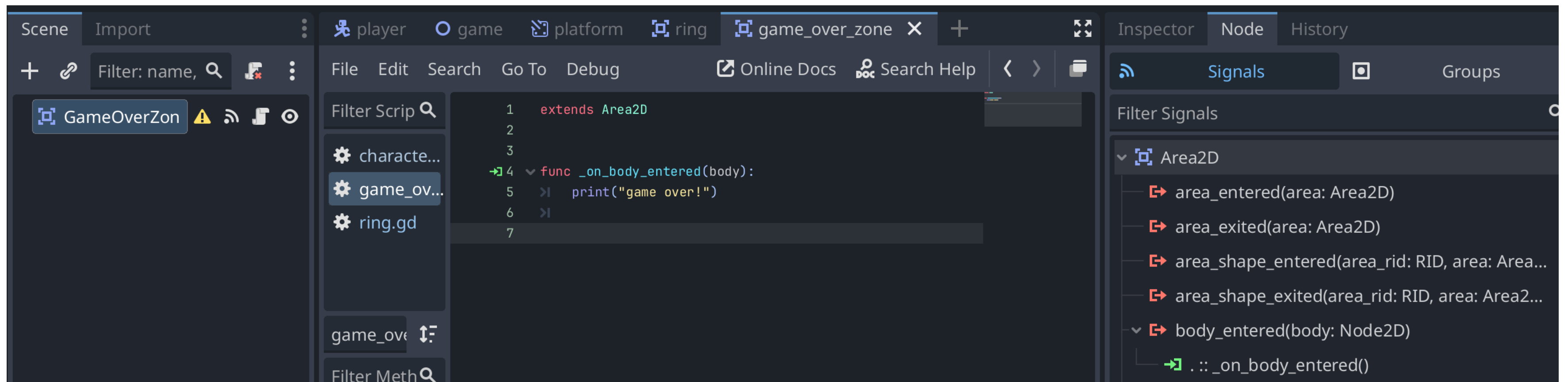


Step 7:

Now we will add script to the GameOverScene. Click on Scene. Right click to attach script.

In the next window, choose Object:Empty in the Template option.



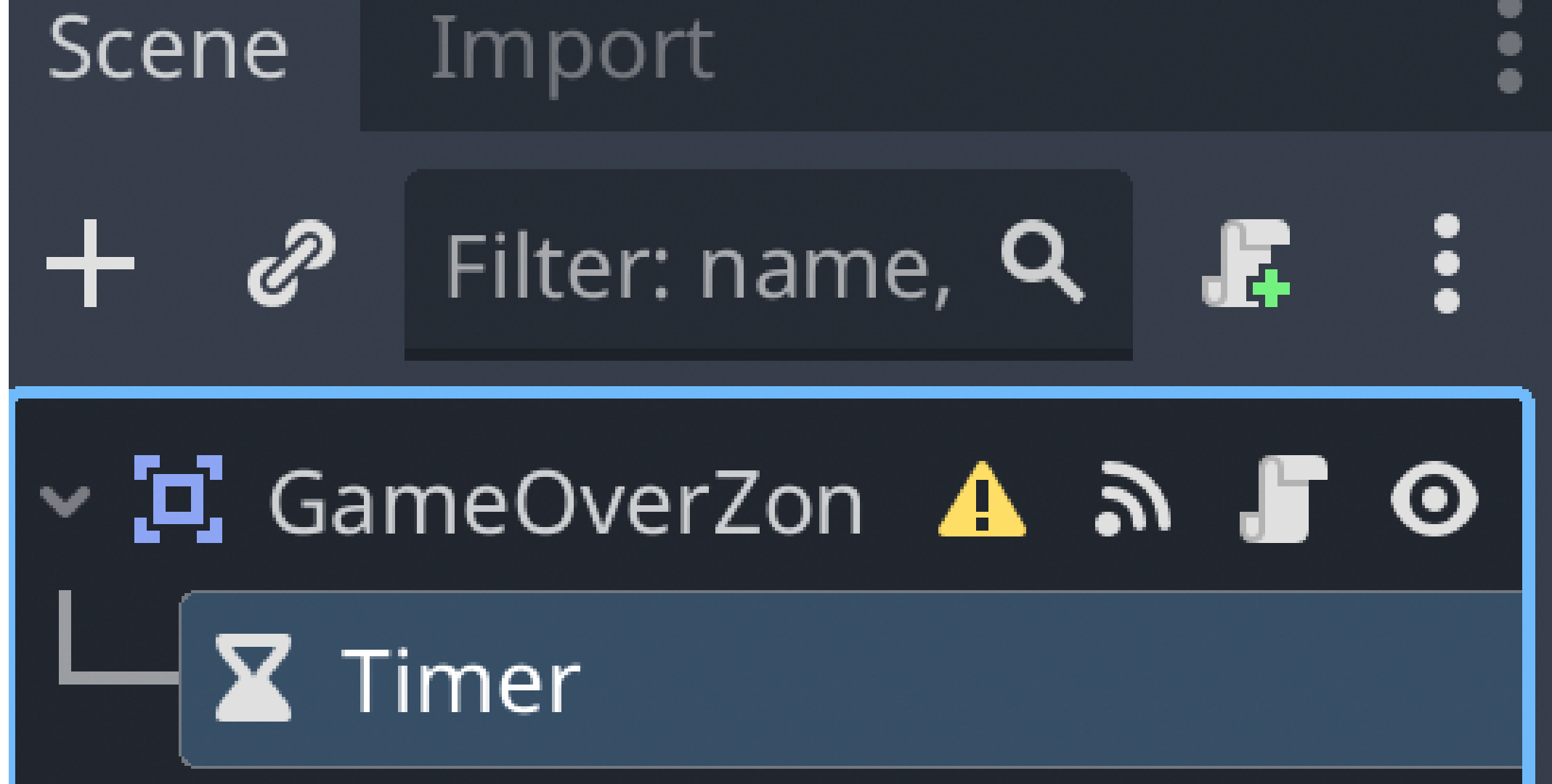


Step 8:

Click on the GameOverZone node, and go to the Node window and double click the Body Entered signal.

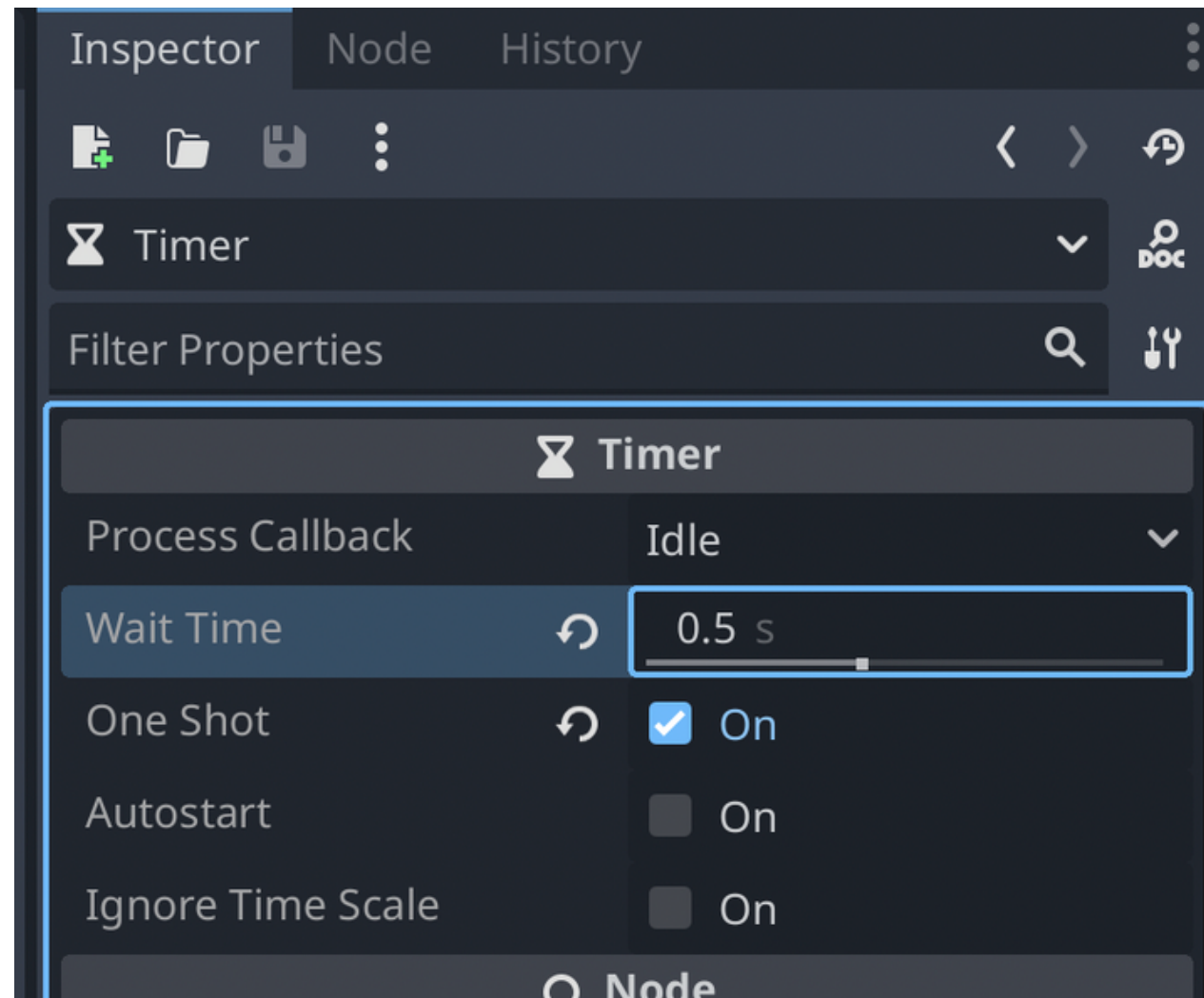
clean up the code as shown and add a print line to test your work.

```
1 extends Area2D
2
3
4 func _on_body_entered(body):
5     print("game over!")
6
```



Step 9:

When the game ends, we want it to have some time before it restarts. To do this, we will add a Timer node to the GameOverZone.

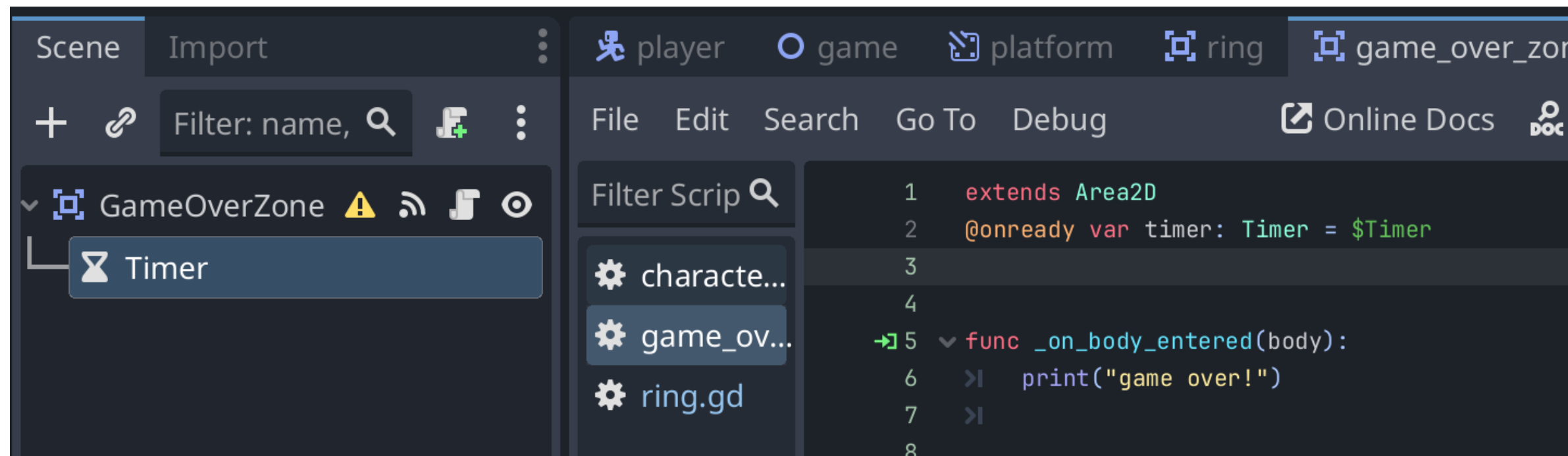


Step 10:

For the Timer node, set the wait time to 0.5 seconds.

Change the setting to One Shot.

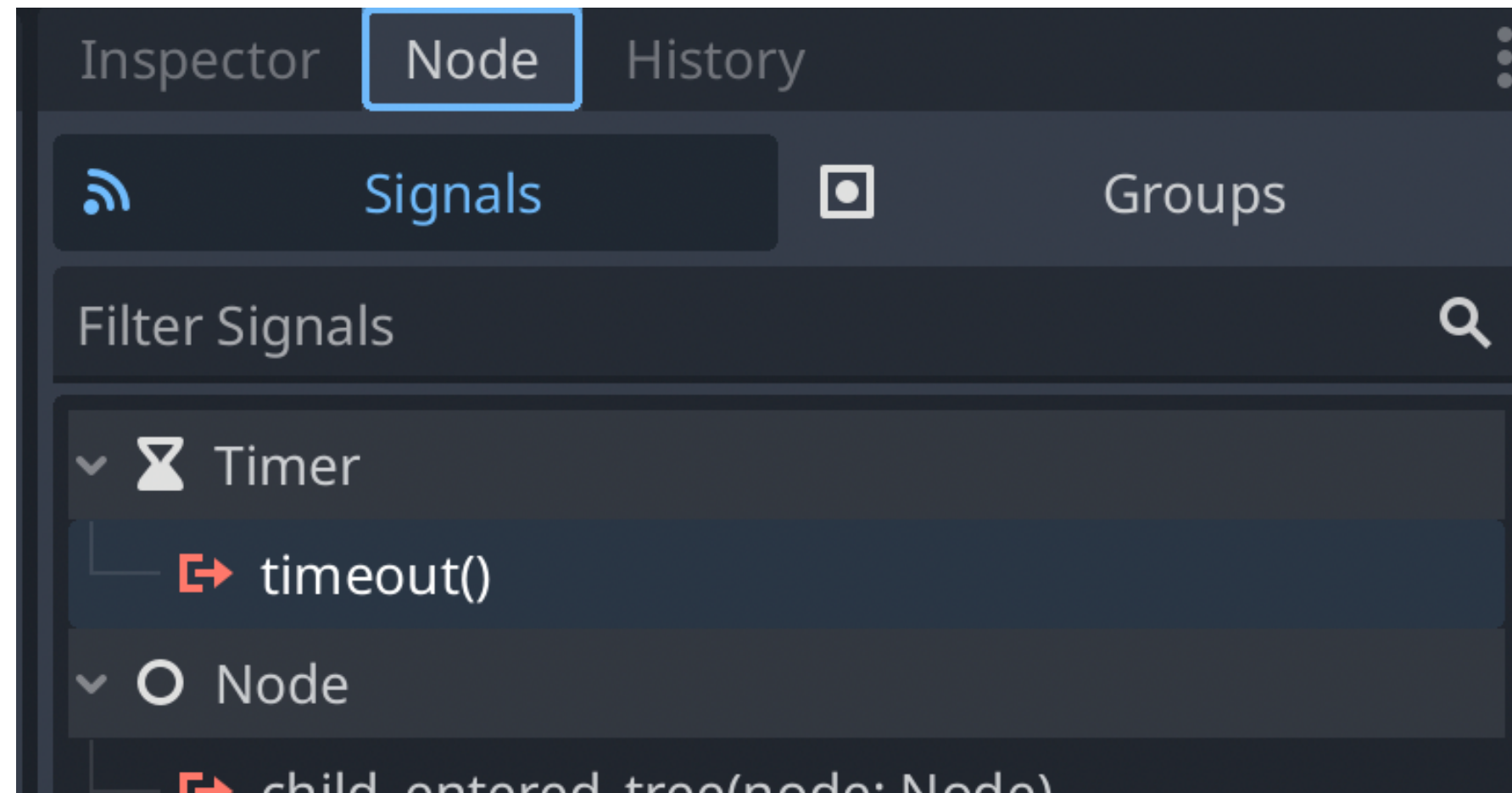
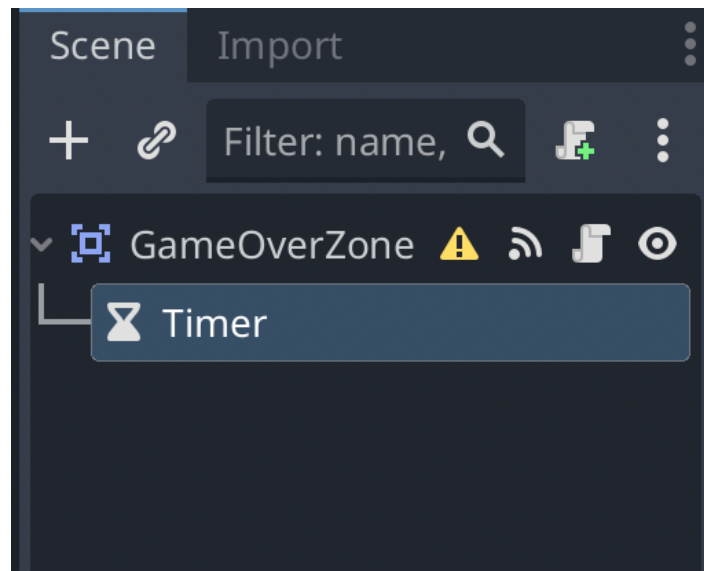
Now drag the TIMER node into the code and hold Control as you drag it in. This will add the @onready line.



```
1  extends Area2D
2  @onready var timer: Timer = $Timer
3
4
5  func _on_body_entered(body):
6      print("game over!")
7      timer.start()
8
```

Step 11:

Add code below the print line that will allow the timer to start.



Step 12:

We will now add a signal to the timer node.

Click on the Timer node, go the Node tab and find the timeout signal.

```
11  ▼ func _on_timer_timeout():  
12      >|    get_tree().reload_current_scene()  
13
```

Step 13:

This creates a new function that will allow something to happen when the timer is done.

Add a line below this new function that will reload the game scene to start the game over.