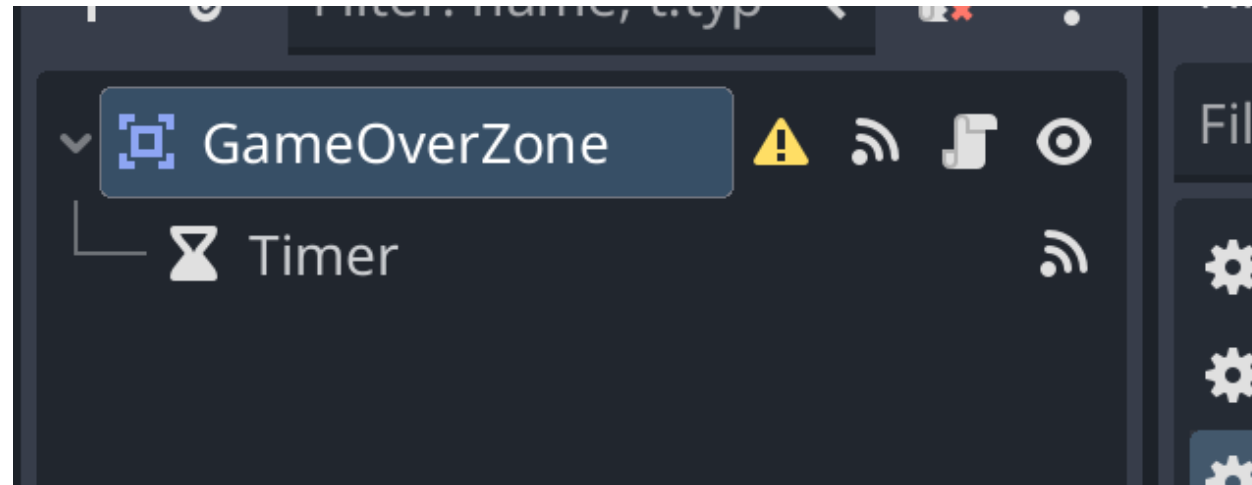


Game Over - Slow and Bounce

**We will add code to slow the game at Game Over
and make the player Bounce off the enemy**



Go to the GameOverZone
and open the script

Game Over - Slow and Bounce

```
4
5  ▼ func _on_body_entered(body):
6    >| print("game over!")
7    >| #this slows down the game when reaching game over
8    >| Engine.time_scale = 0.5
9    >| #this makes the player lose its collision shape and fall
```

Add the Engine.time_scale code, this will slow the game at the moment of a game over.

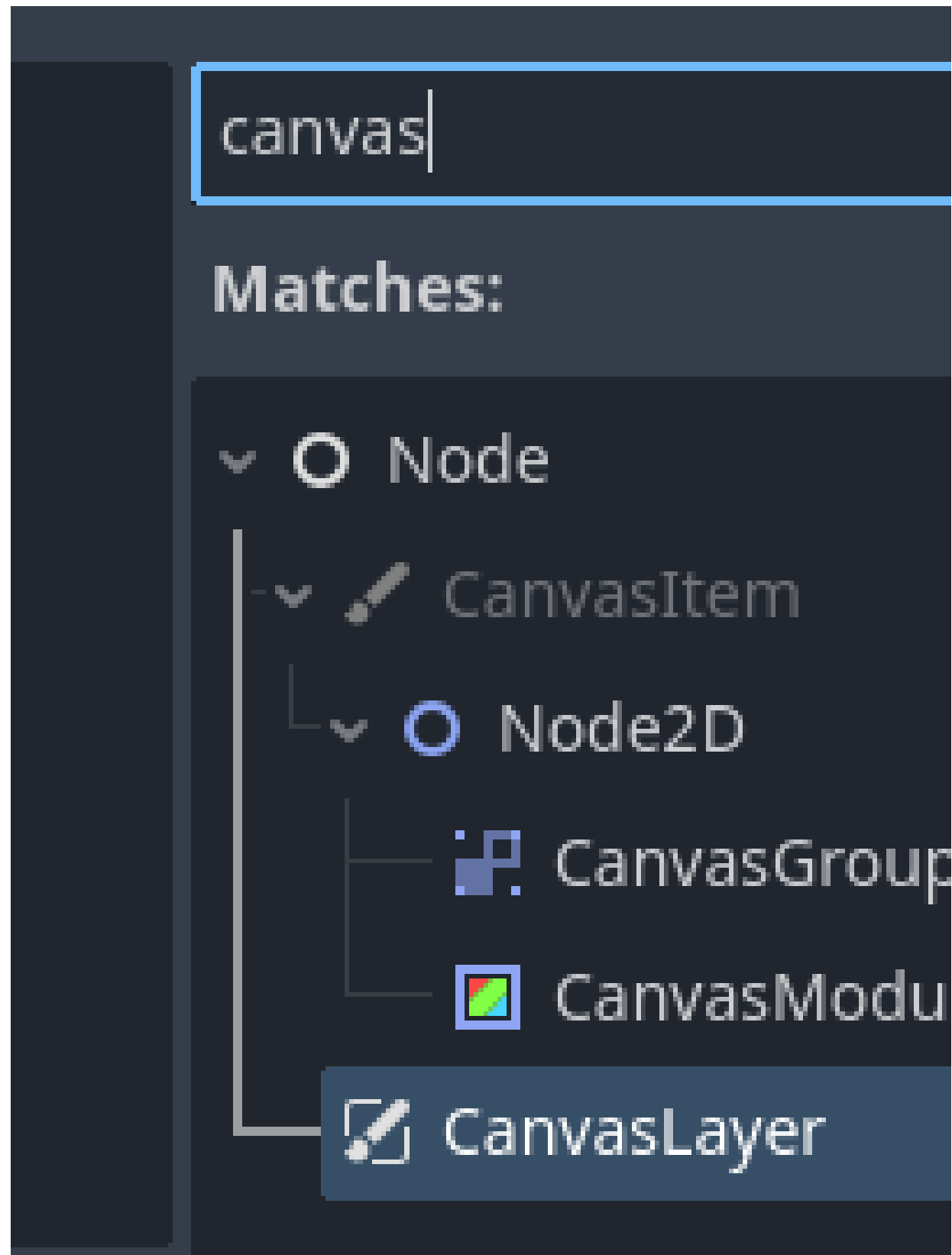
```
15 ▼ func _on_timer_timeout():
16   >| #this brings the game speed back to normal
17   >| Engine.time_scale = 1.0
18   >| get_tree().reload_current_scene()
```

Game Over - Slow and Bounce

```
func _on_body_entered(body):  
    >| print("game over!")  
    >| #this slows down the game when reaching game over  
    >| Engine.time_scale = 0.5  
    >| #this makes the player lose its collision shape and fall off  
    >| body.get_node("CollisionShape2D").queue_free()  
    >| timer.start()
```

This code will make the player lose its collision shape when it touches an enemy. This will make the enemy fall off the screen at game over!

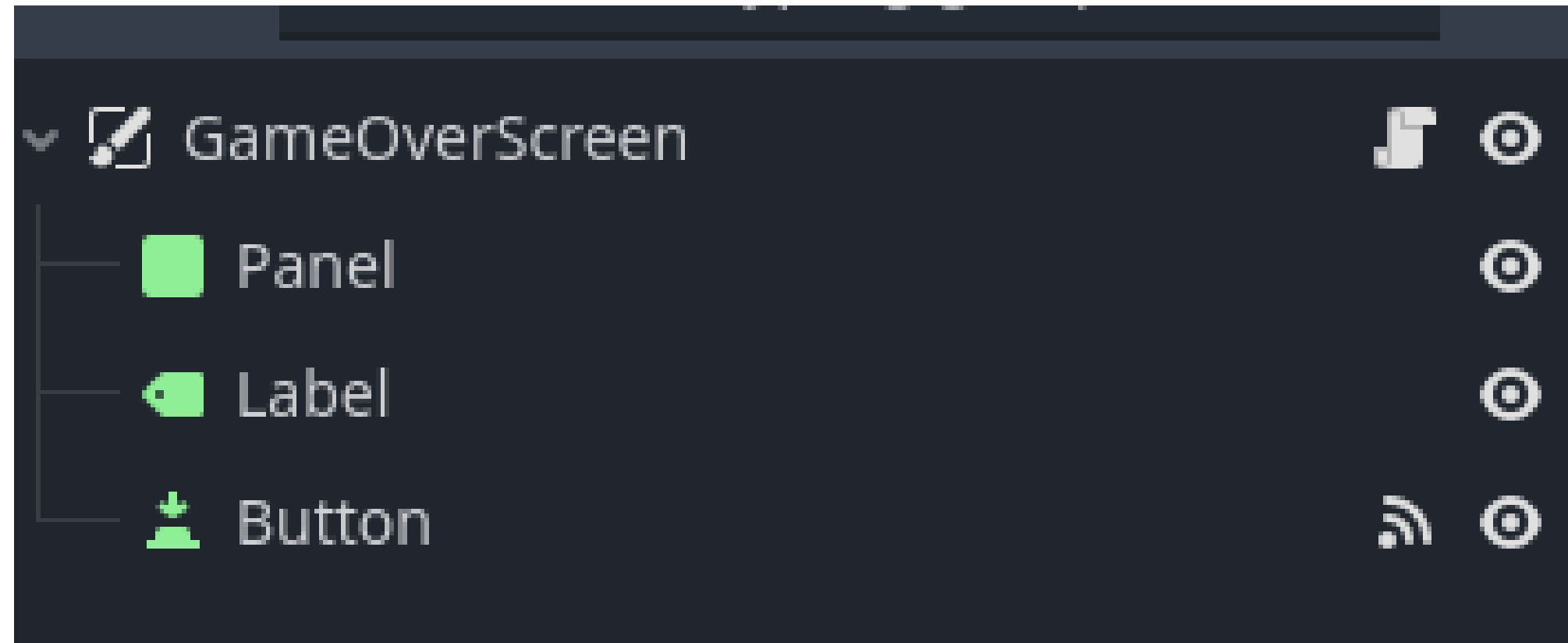
Game Over Screen



Create a new scene, this will be our Game Over Screen

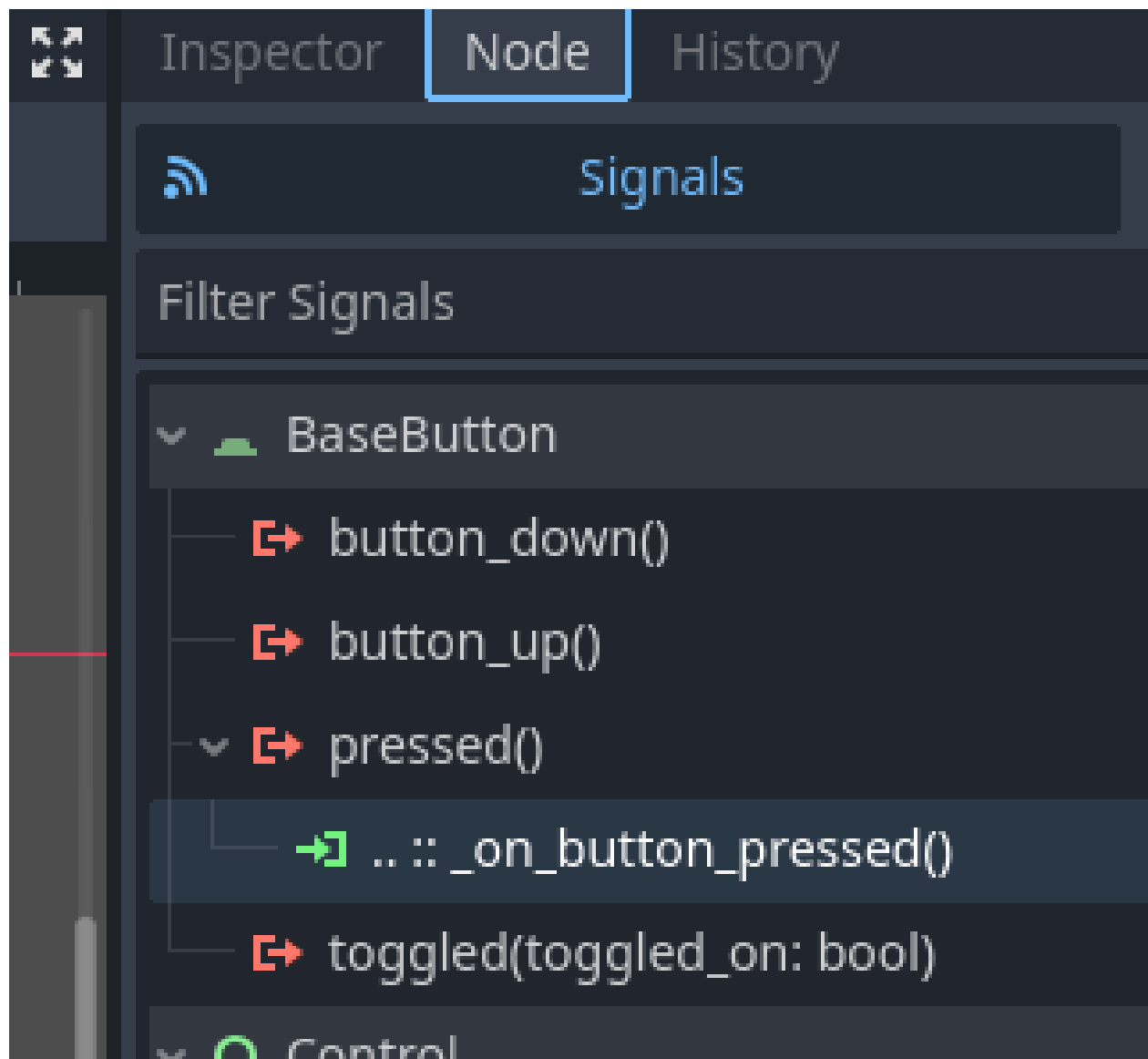
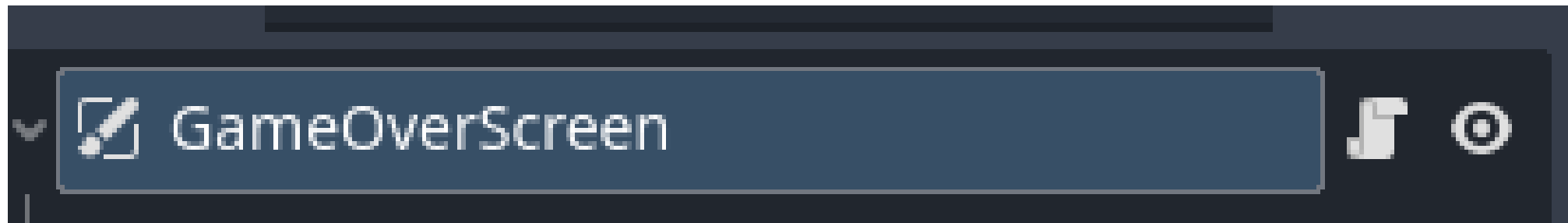
New Scene > Canvas Layer

Game Over Screen



Create a Panel to add a colorful background
A Label to add GAME OVER
and a BUTTON that says RESTART

Game Over Screen



Create a SCRIPT layer for the GameOverscreen

Click on the Button node
Go to NODE and add a signal for
PRESSED

Game Over Screen

```
1  extends CanvasLayer
2
3  #this code will allow the button to work and send you back to the game
→ 4  func _on_button_pressed() -> void:
5      > print("restart pressed")
6      > get_tree().change_scene_to_file("res://game.tscn")
7
```

Add print Script to TEST the button and
add the script to make the button return to the game!

Go back to GAME OVER script

```
✓ func _on_timer_timeout():  
    > #get rid of slow down  
    > Engine.time_scale = 1.0  
    >  
    >  
    > #we will change it to the game over scene  
    > #get_tree().reload_current_scene()  
    > get_tree().change_scene_to_file("res://game_over_screen.tscn")
```

We will now make the gameover cause us to go to the Game Over scene.

We will hide the previous code.