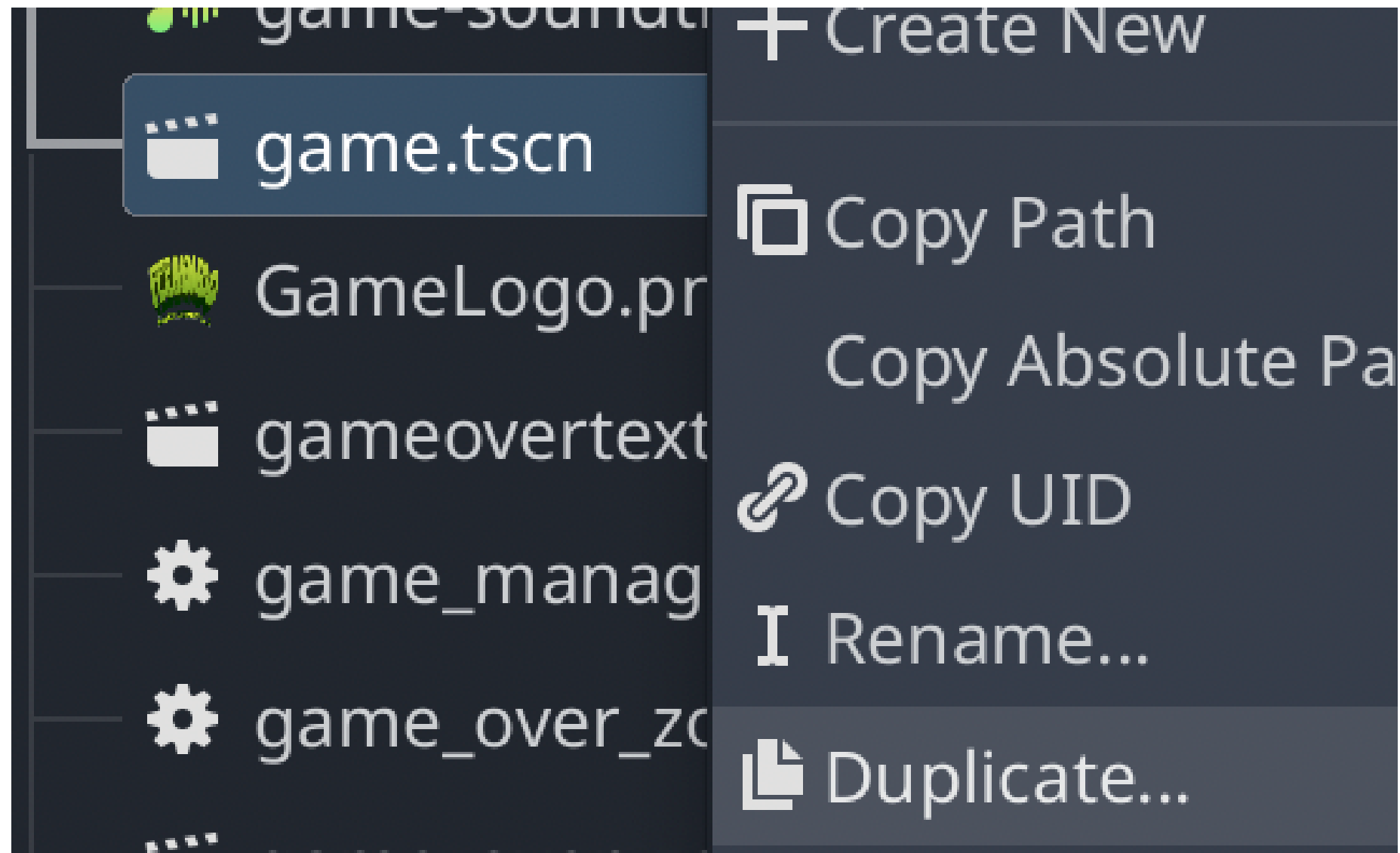


LEVEL 2

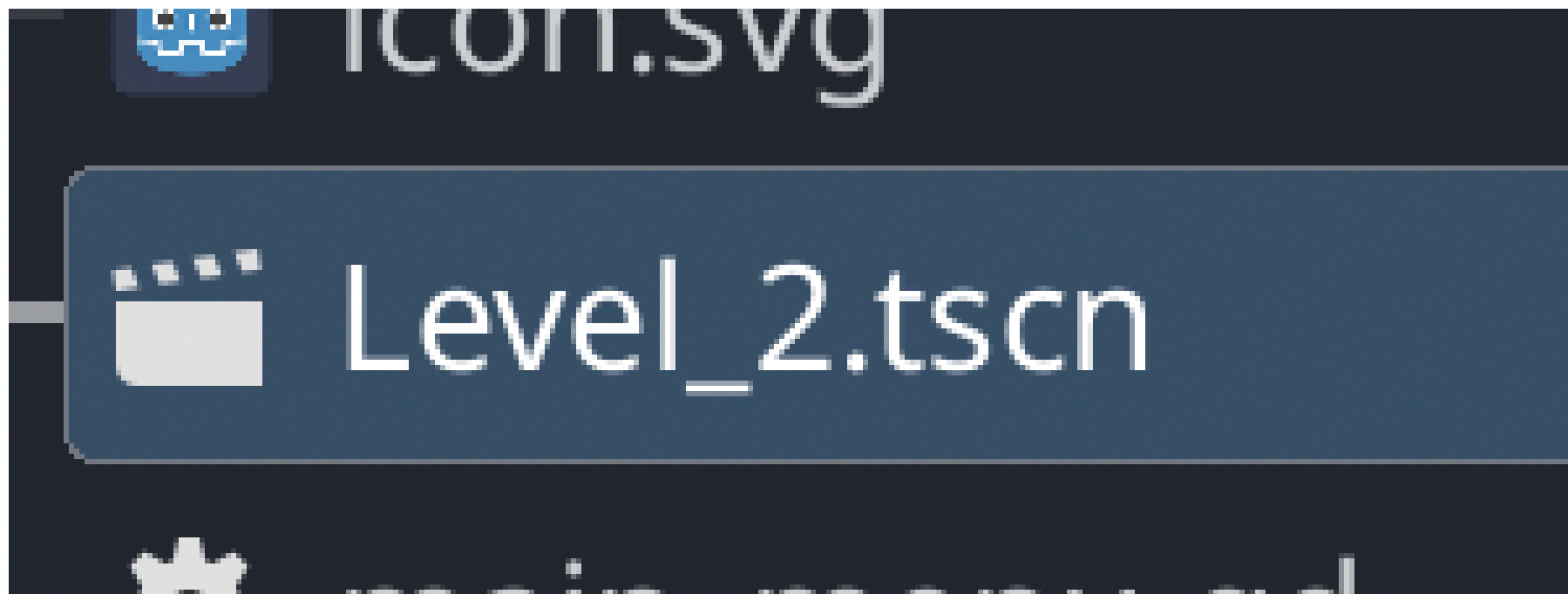
& WIN SCREEN



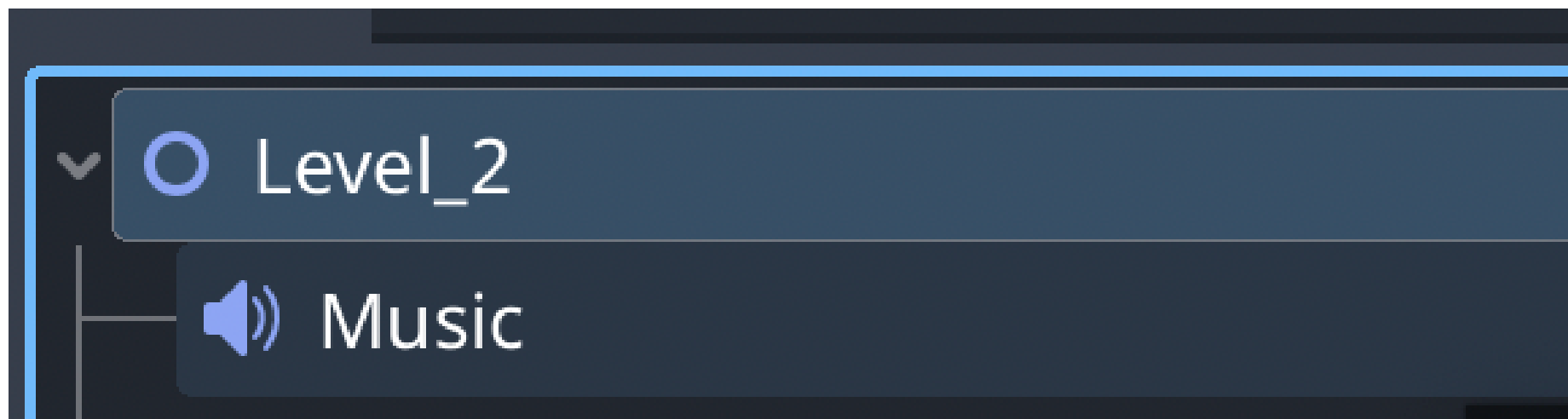
To make a new level, We will make a copy of our entire game.

Find your game file in your file system and choose Duplicate.

Name it Level_2



Double click this new .tscn Scene file.



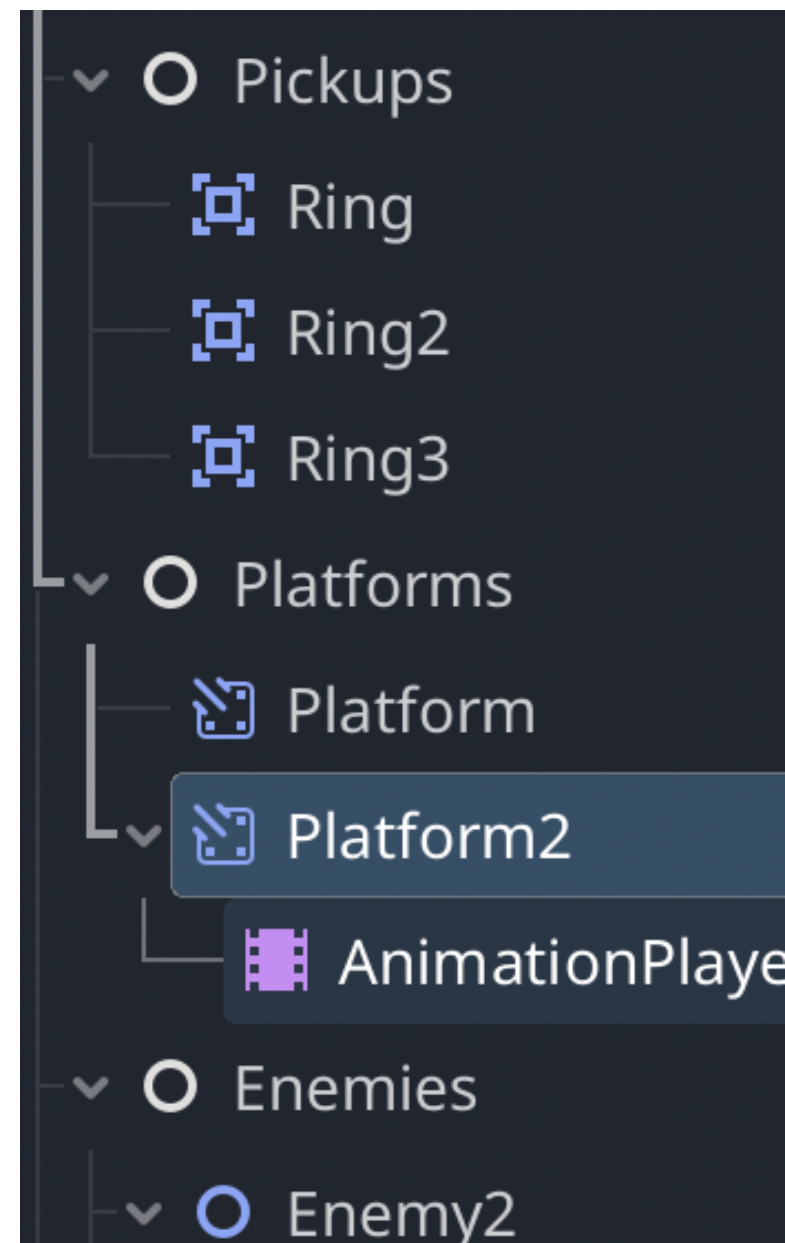
Rename the top node to Level_2, this will keep us from getting confused!

 TileMapLayer

Make changes to your TileMapLayer, you may have 2 TileMapLayers.

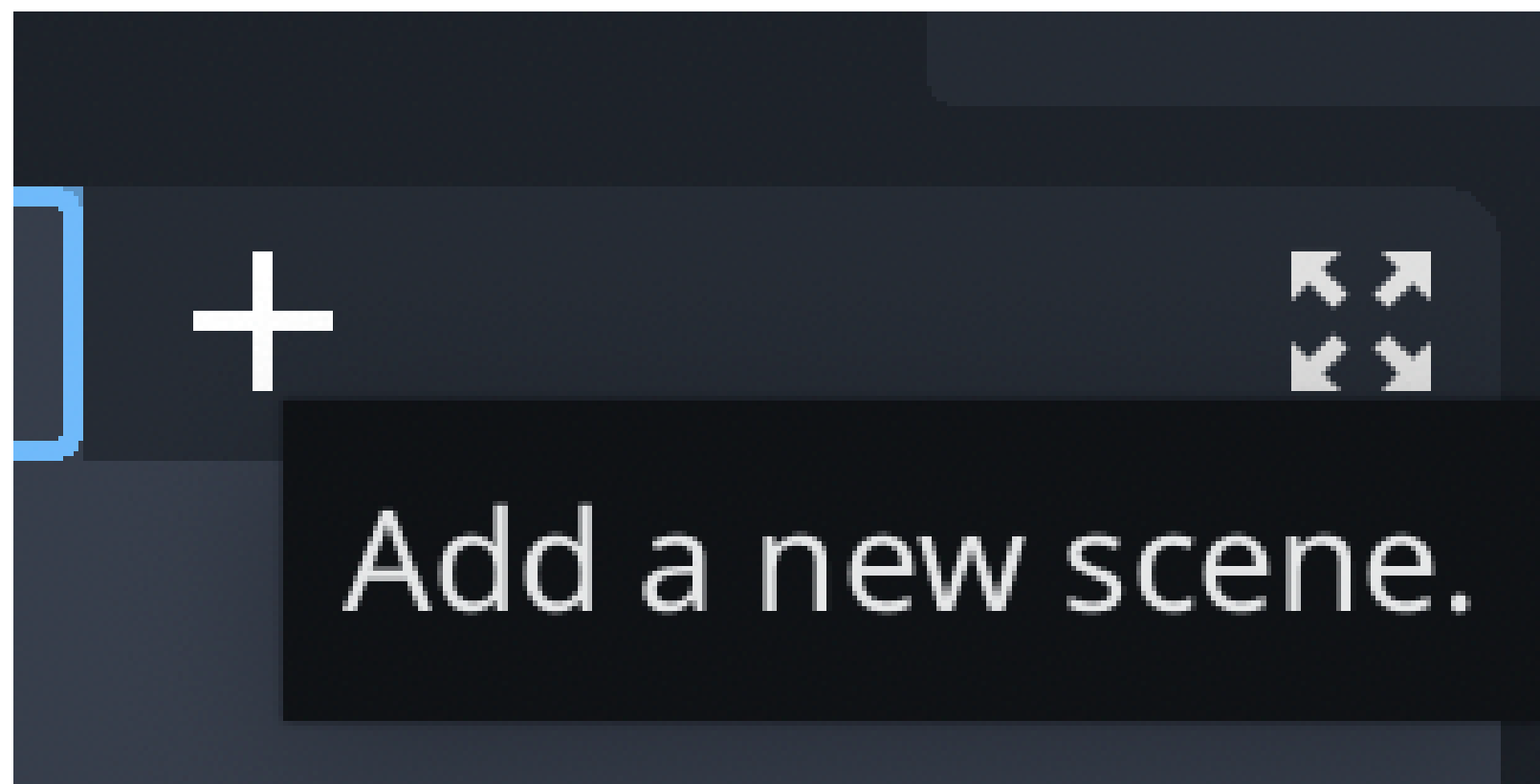
Your second level should look **different**.

Ideas: Day/Night, Summer/Winter, Underwater, More Clouds, Dungeoun, CloudWorld... etc



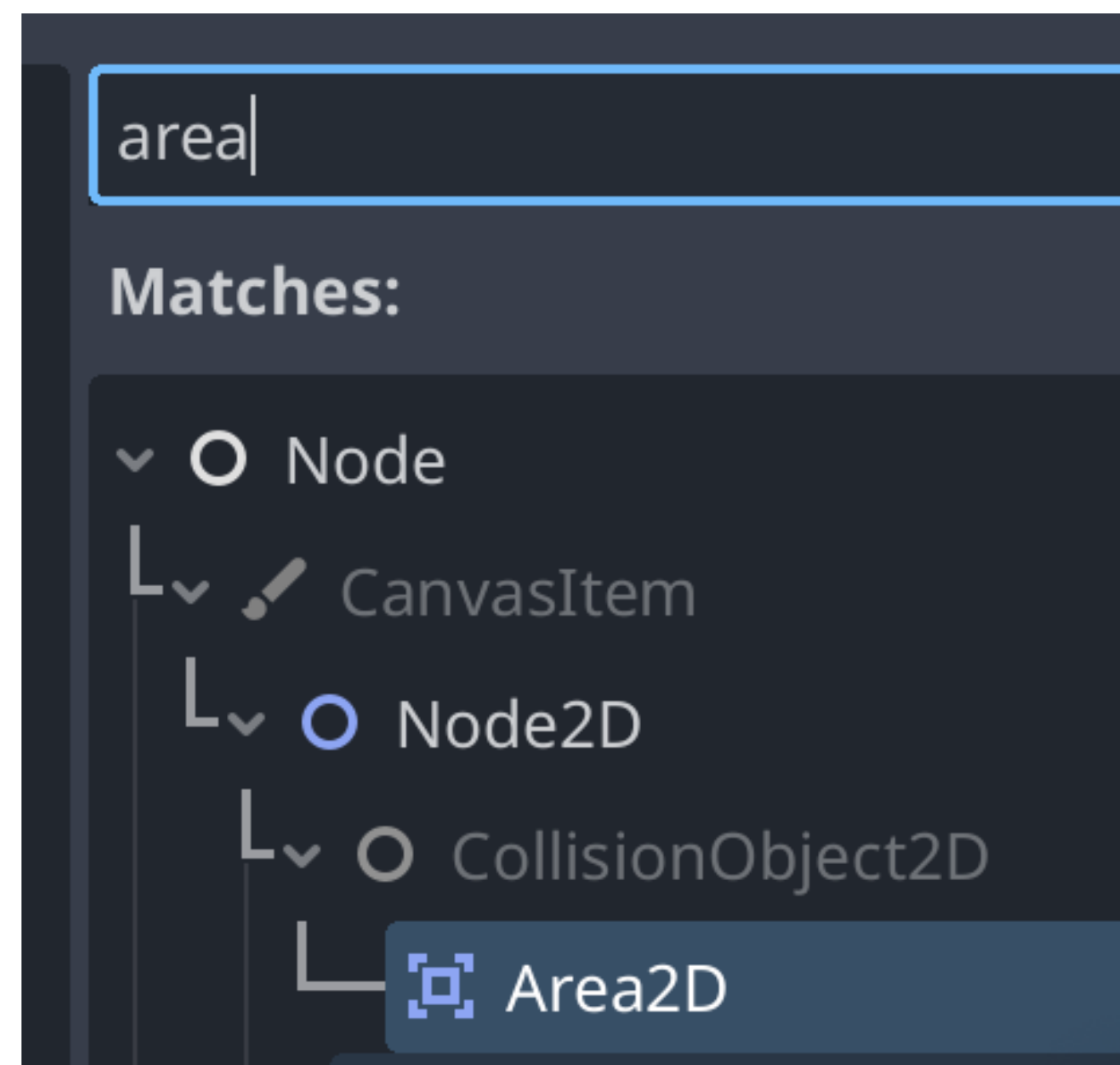
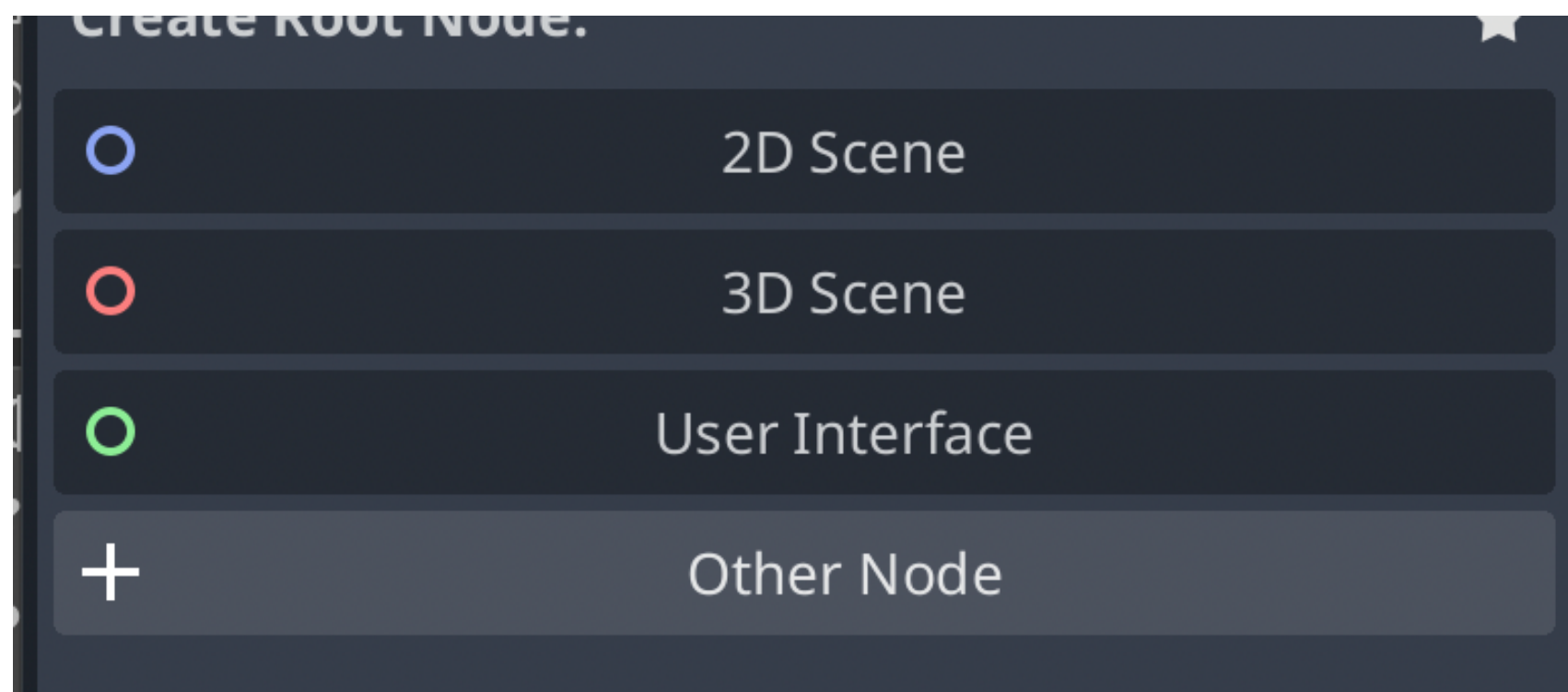
Move your Pickups, Rings and Platforms.

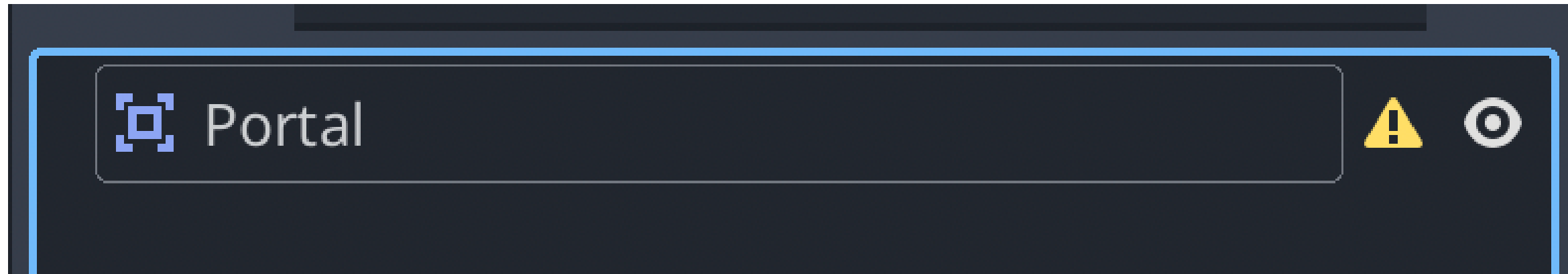
BE CAREFUL because if you change the Scene files, they will also change in Level 1.



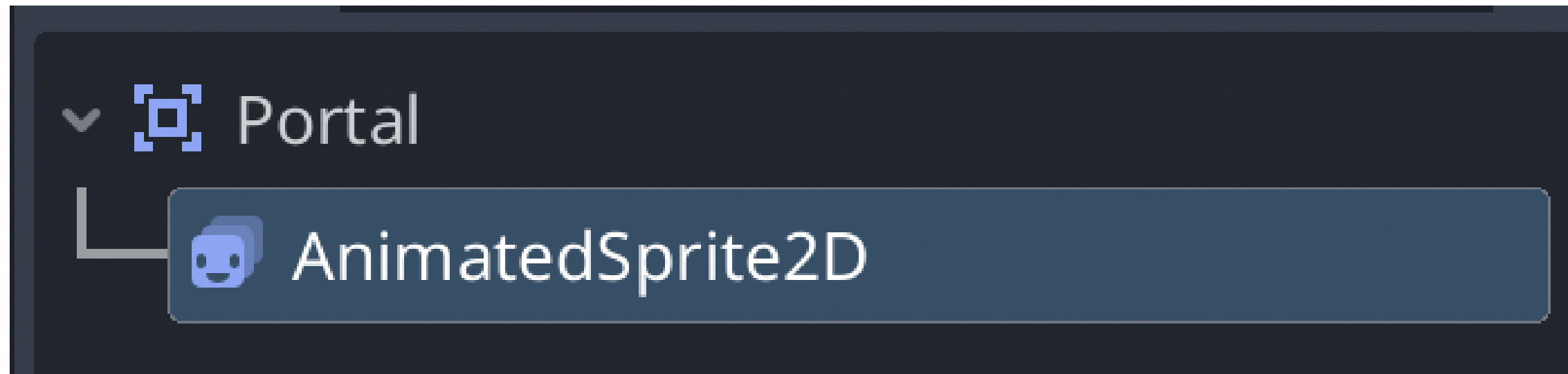
Create a new scene.

Add a AREA 2D node.

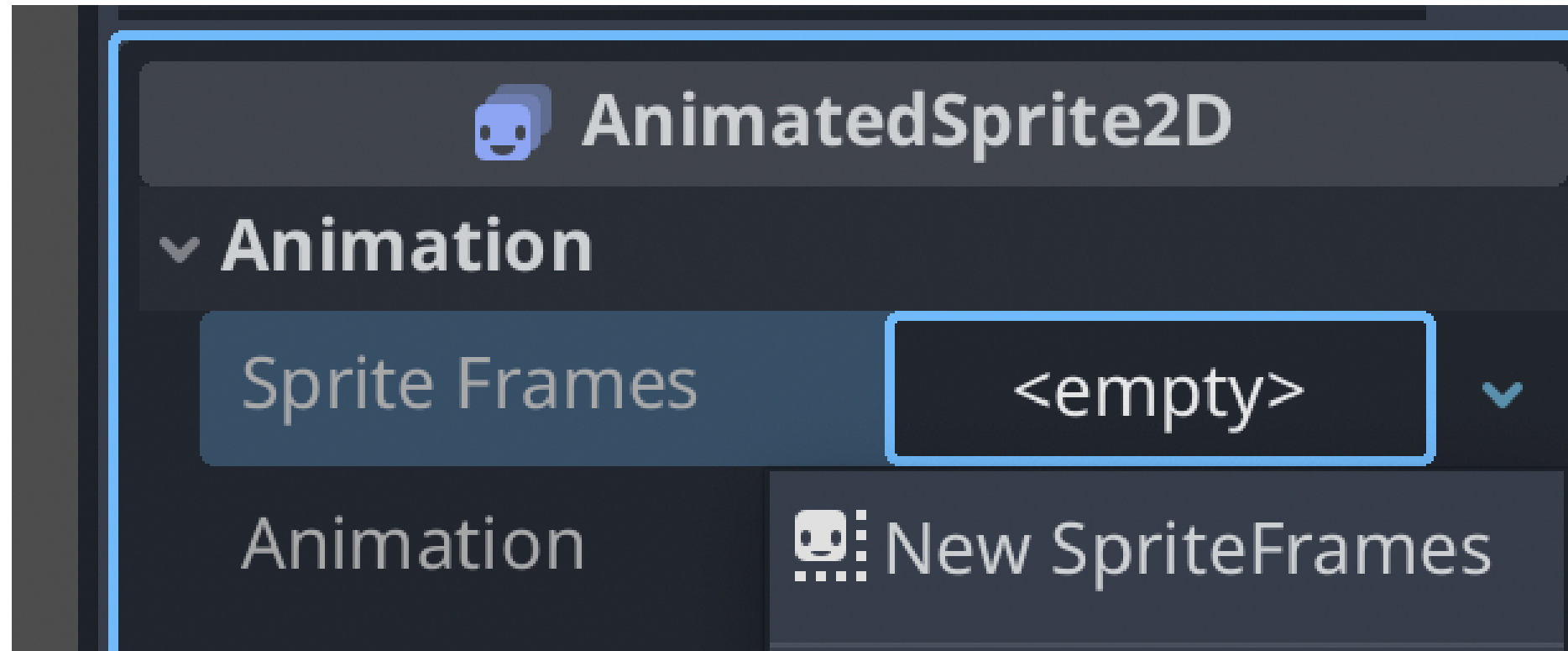




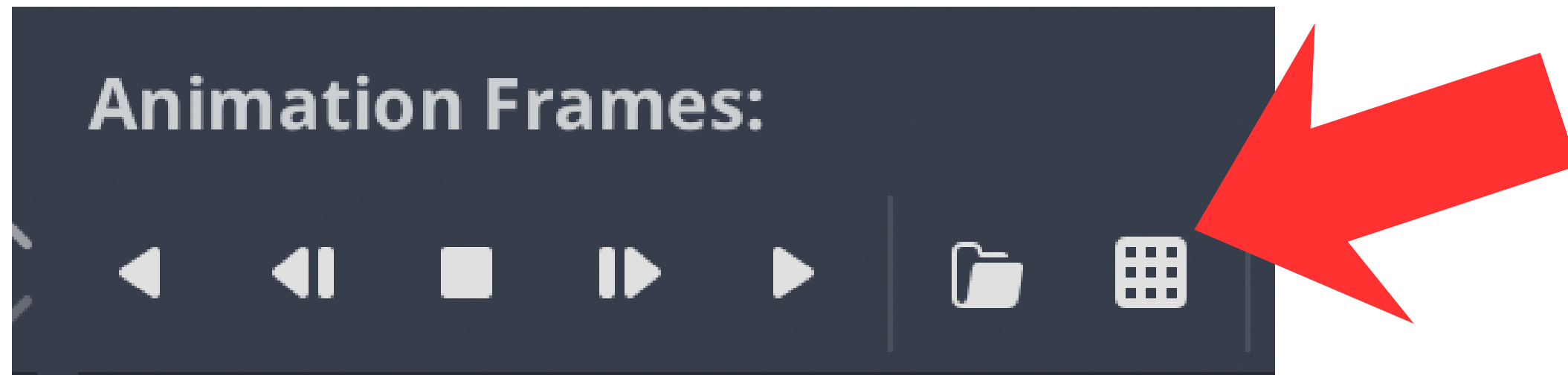
Name this new Scene, Portal. This will be the portal between our levels.



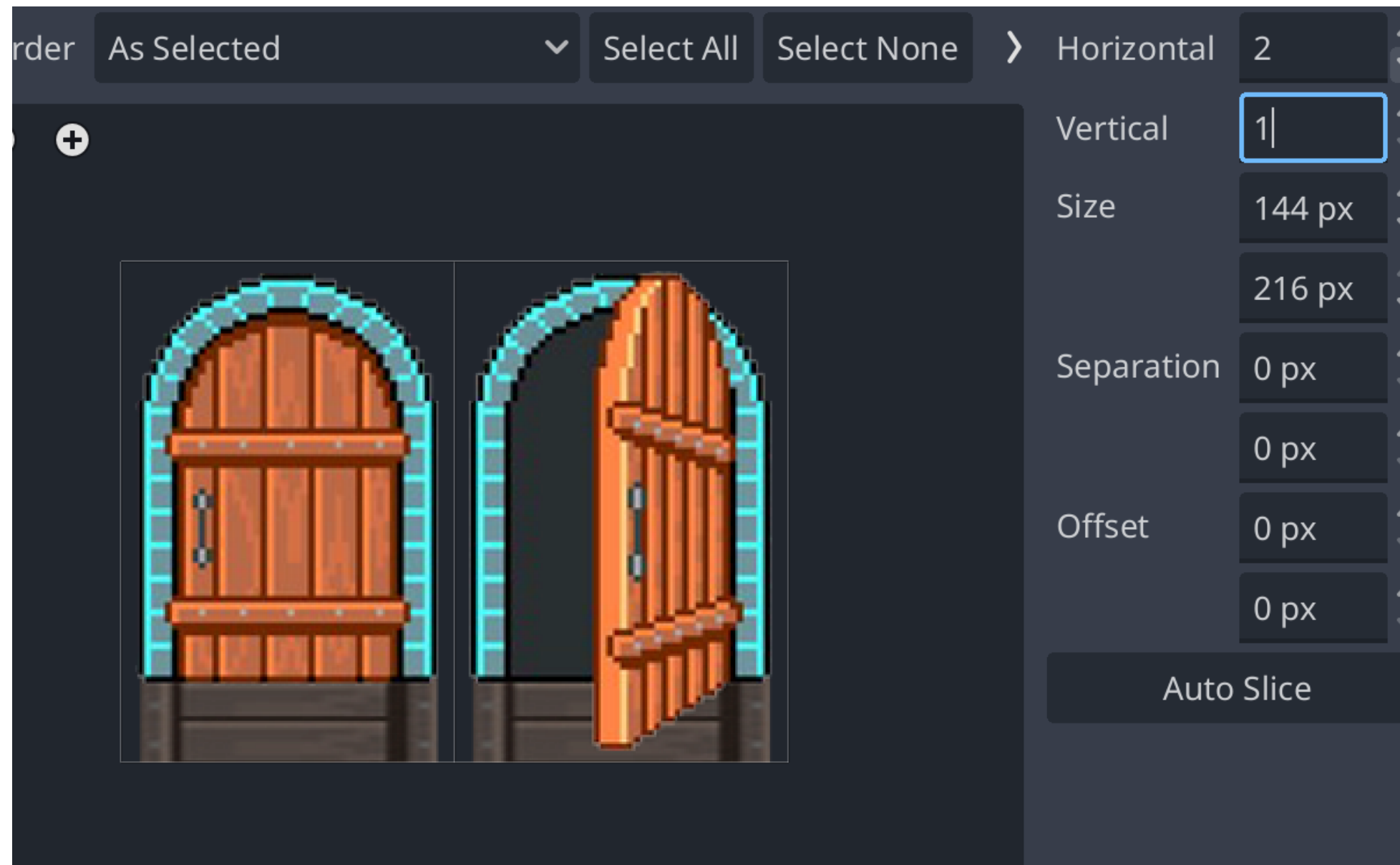
Add a child > Animated Sprite 2D



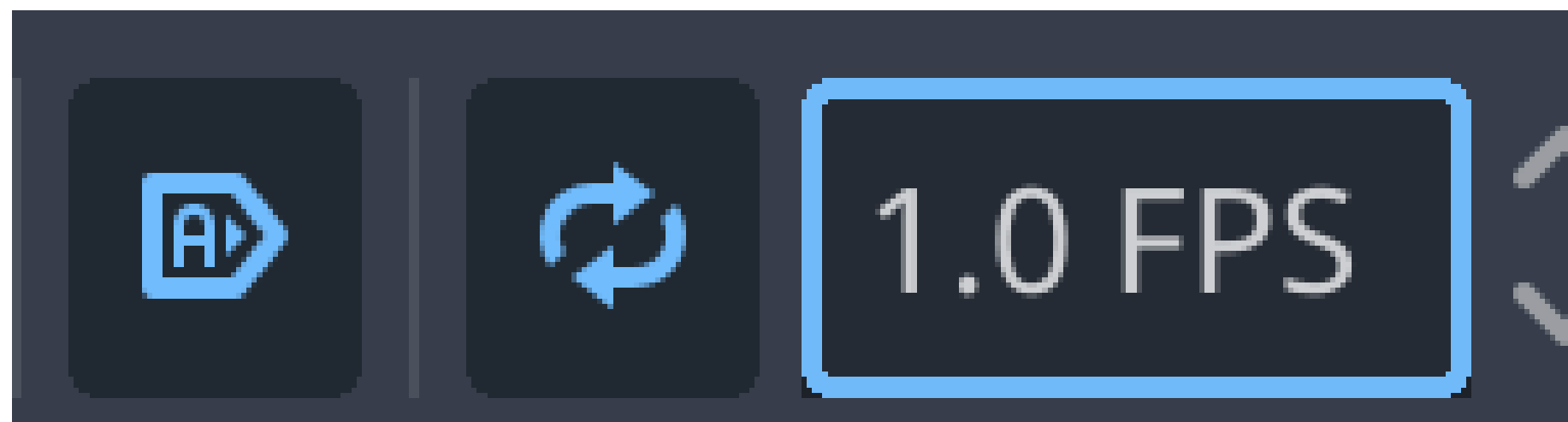
Click on Animation > Sprite Frames > Empty and New Sprite Frames



Click on the Add Frames (Waffle) to load the door images.



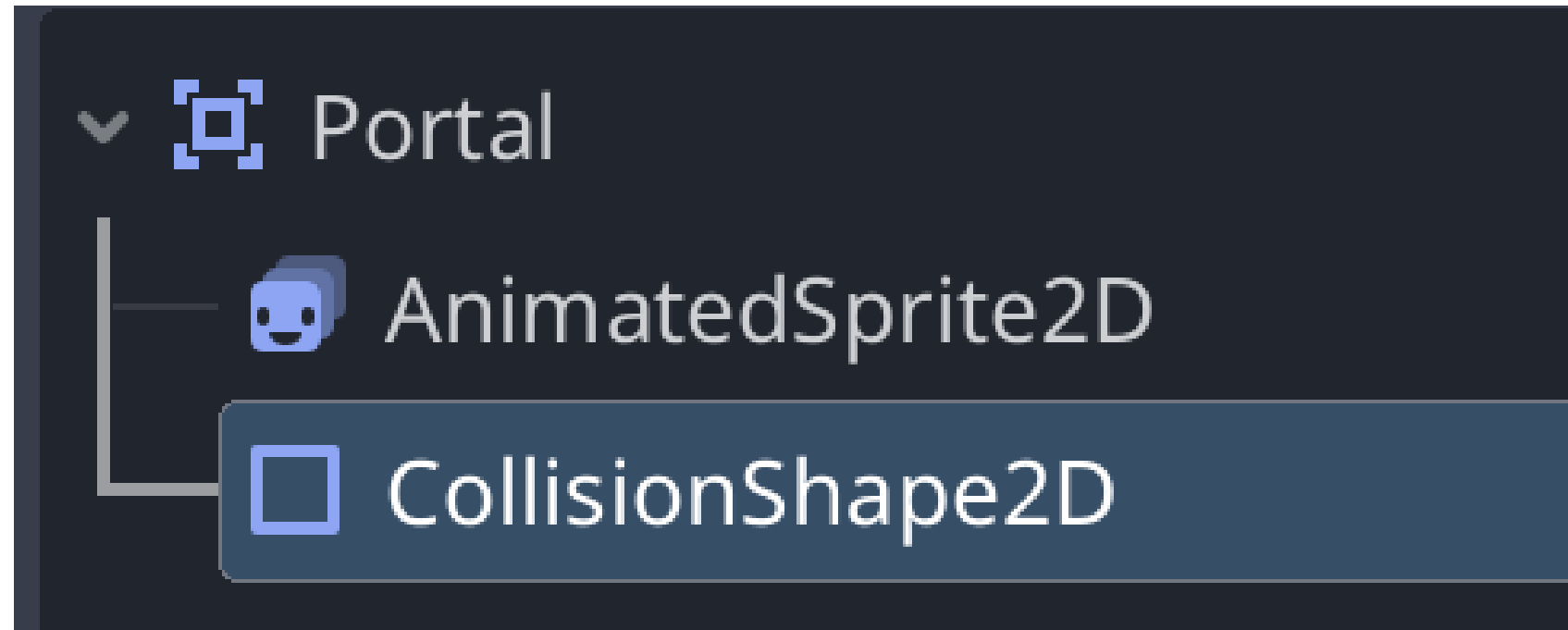
Load the Portal Door Image, set Horizontal to 2, Vertical to 1, select and add the frames.



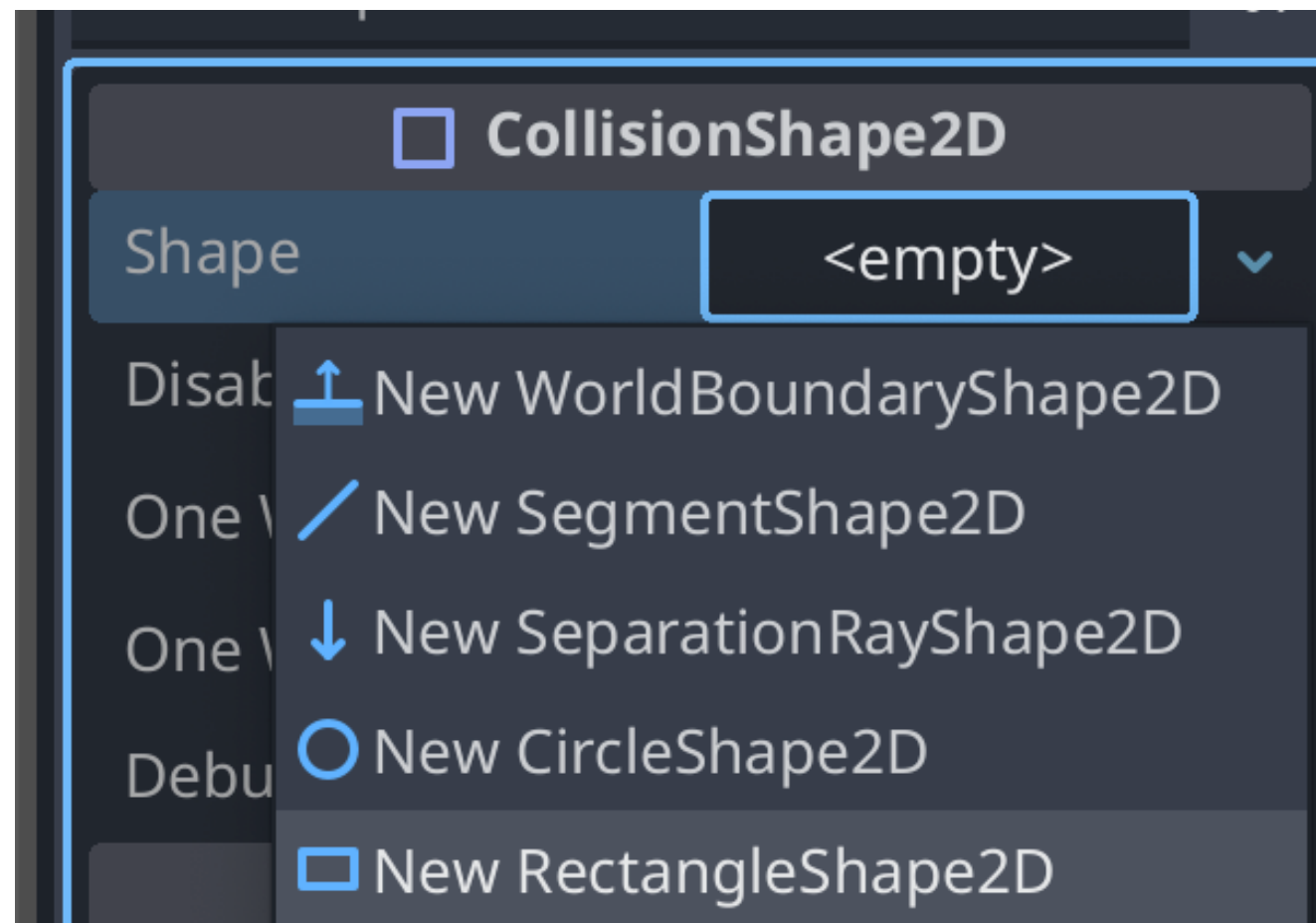
Turn on Autoplay and modify the FPS as you like.



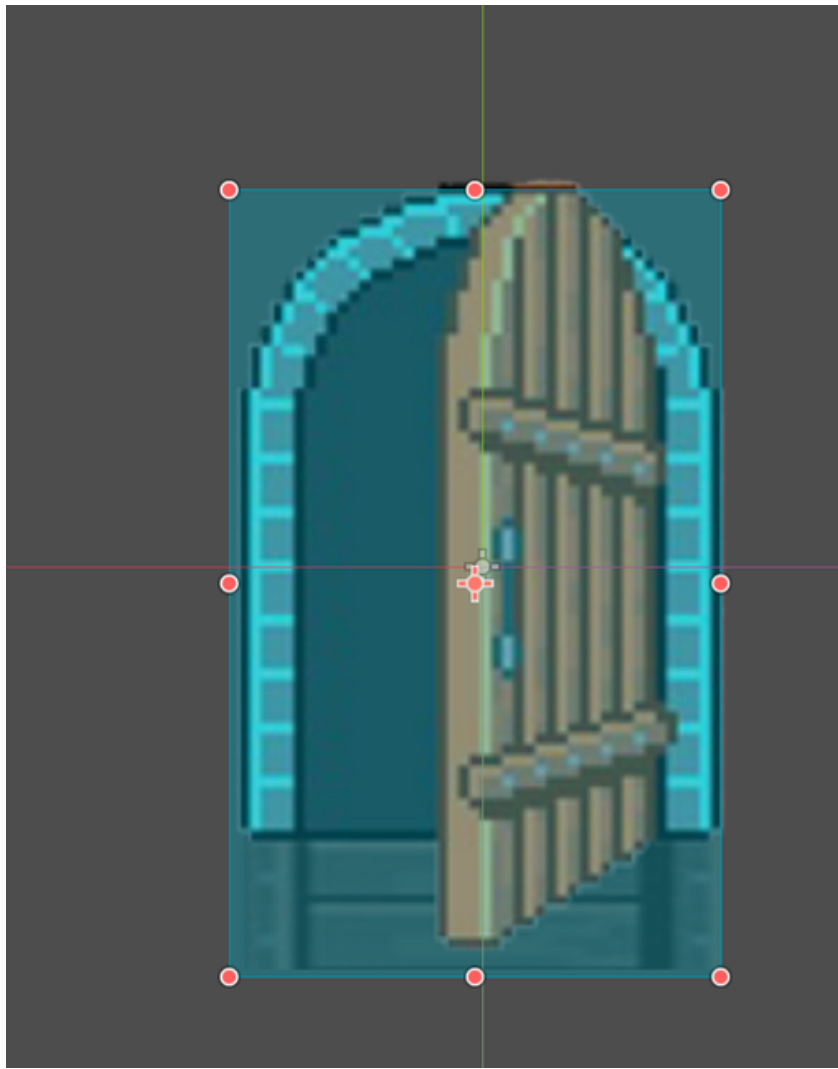
Click the Portal node and change it's Collision Mask to 2.
This way it will detect when our player touches it.



Add a Collision Shape 2d to your Portal.

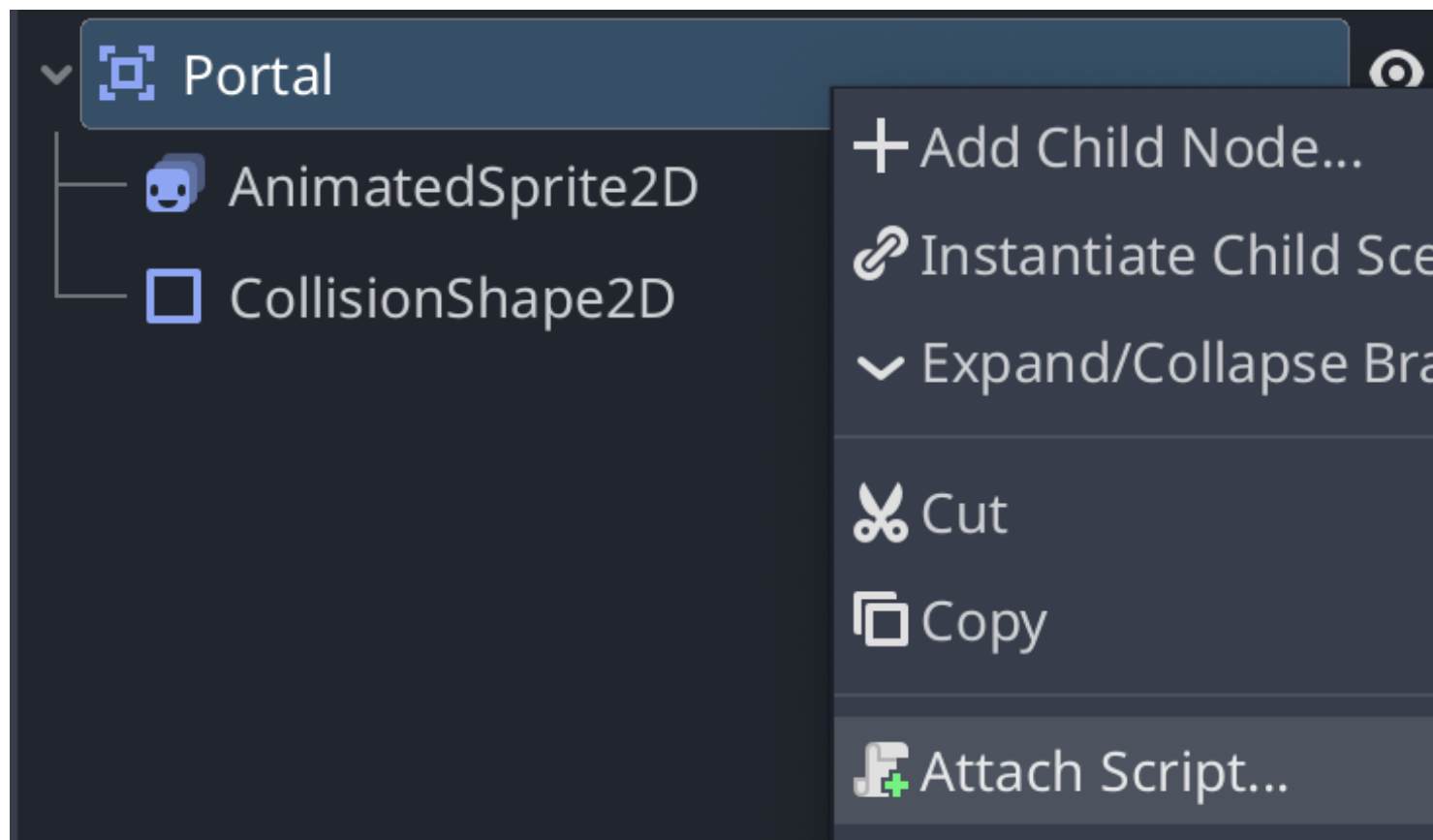


Add a Rectangle Shape to the Collision



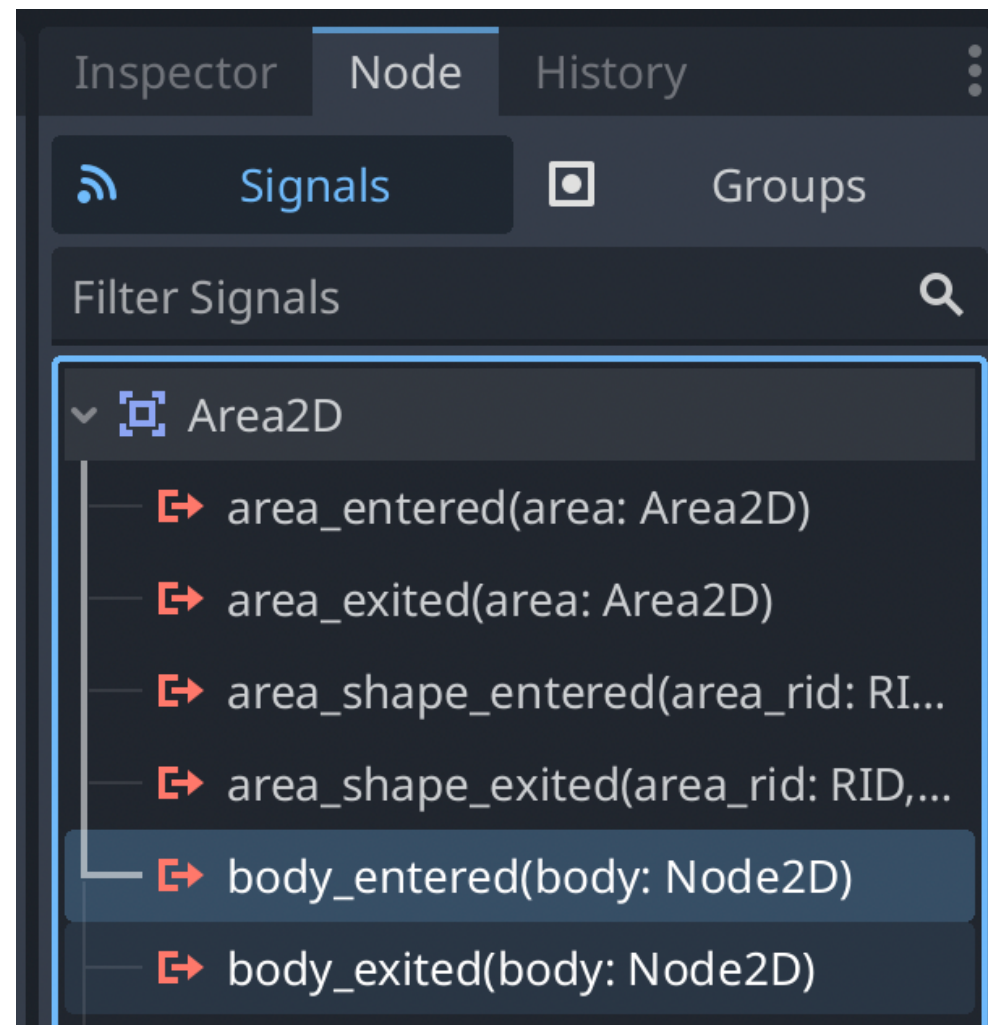
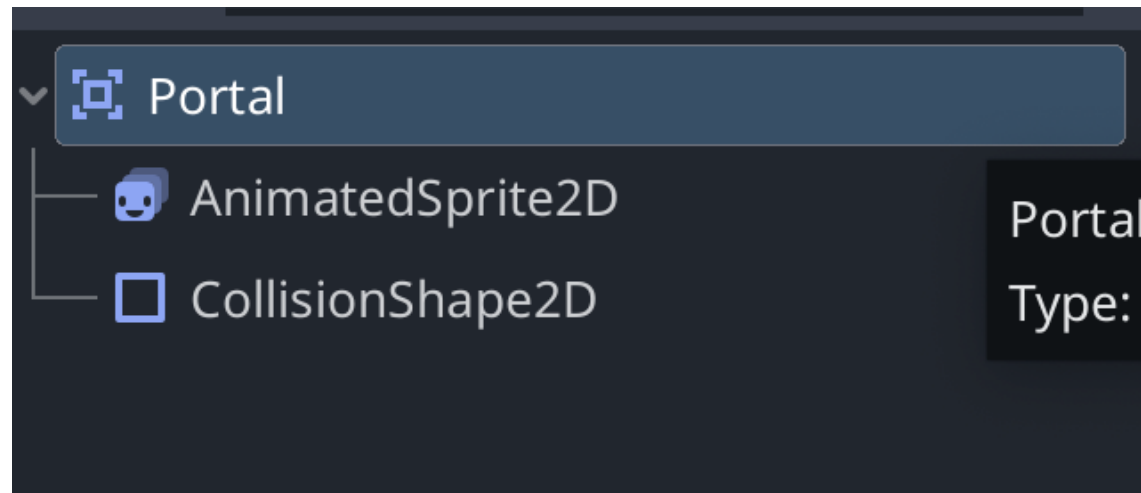
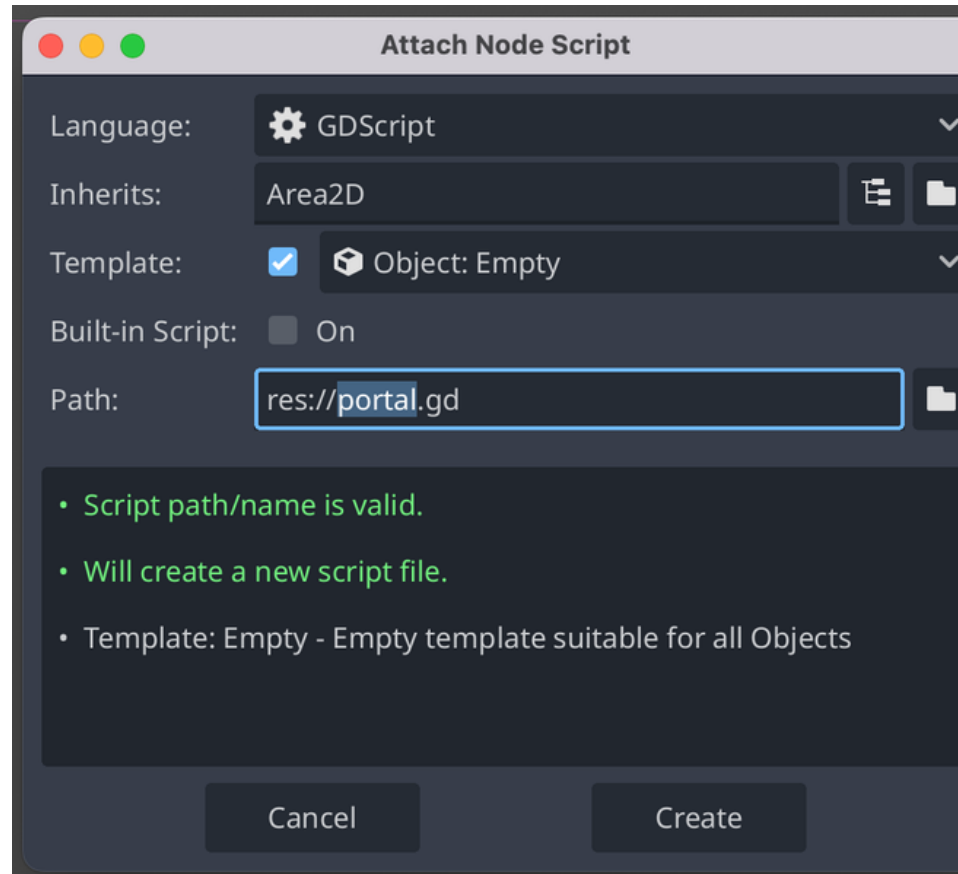
Expand the Collision Shape to the correct size.

Save Scene!

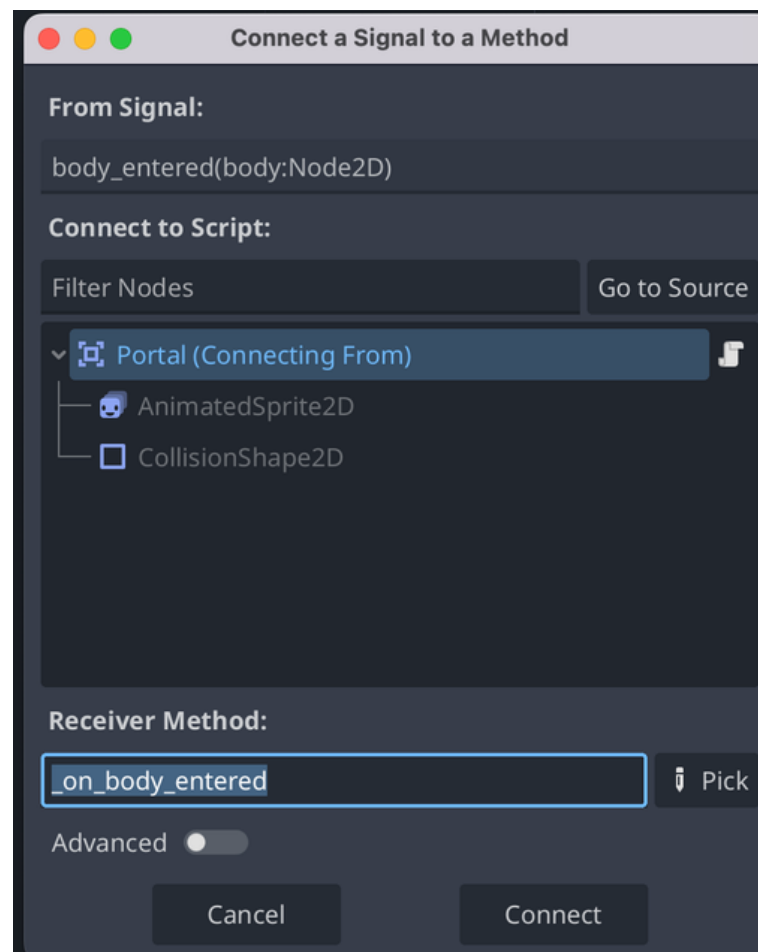


Attach Script to the Portal

Choose Template > Object: Empty



Select the Portal Node, go to NODE tab and double click body_entered



Click Connect

```
3
→ 4  func _on_body_entered(body: Node2D) -> void:
5      get_tree().change_scene_to_file("res://Level_2.tscn")
```

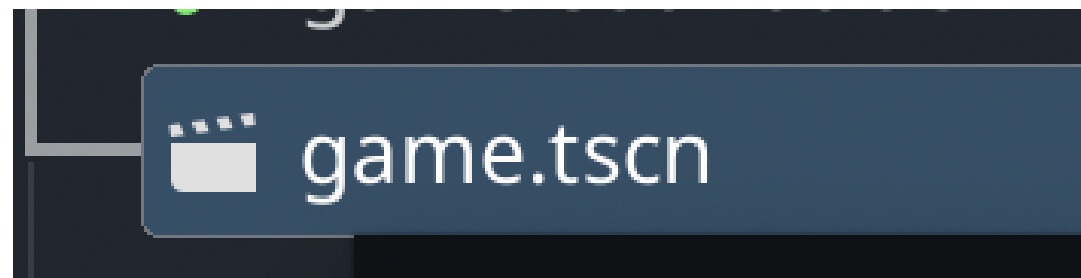
Add the following code, this will allow the door to take us to Level 2!

you will notice, if we leave it this way we will get an error, so add

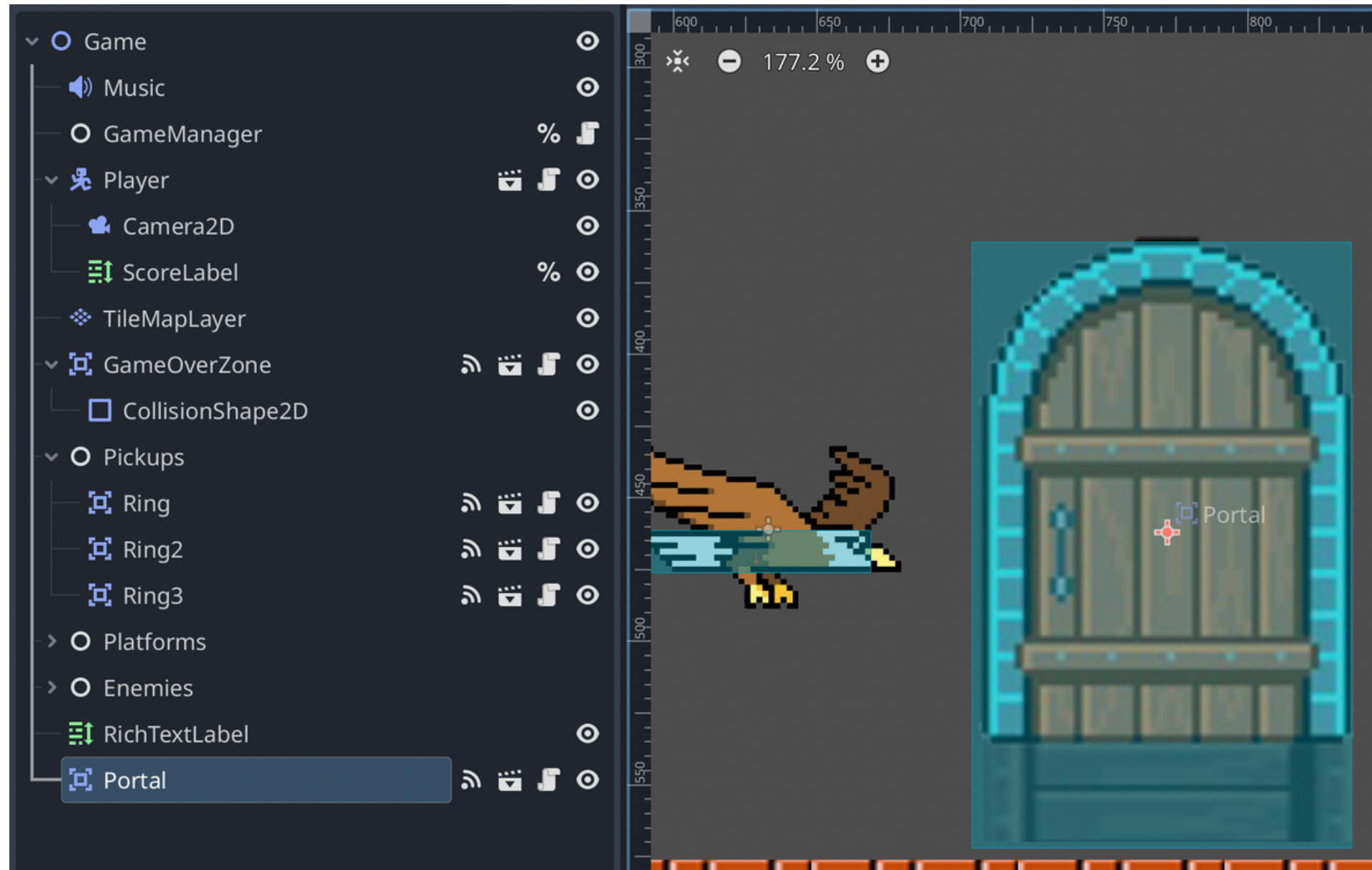
call_deferred

between change_scene_to_file and the destination

```
3
→ 4  func _on_body_entered(body: Node2D) -> void:
5      get_tree().change_scene_to_file.call_deferred("res://Level_2.tscn")
```



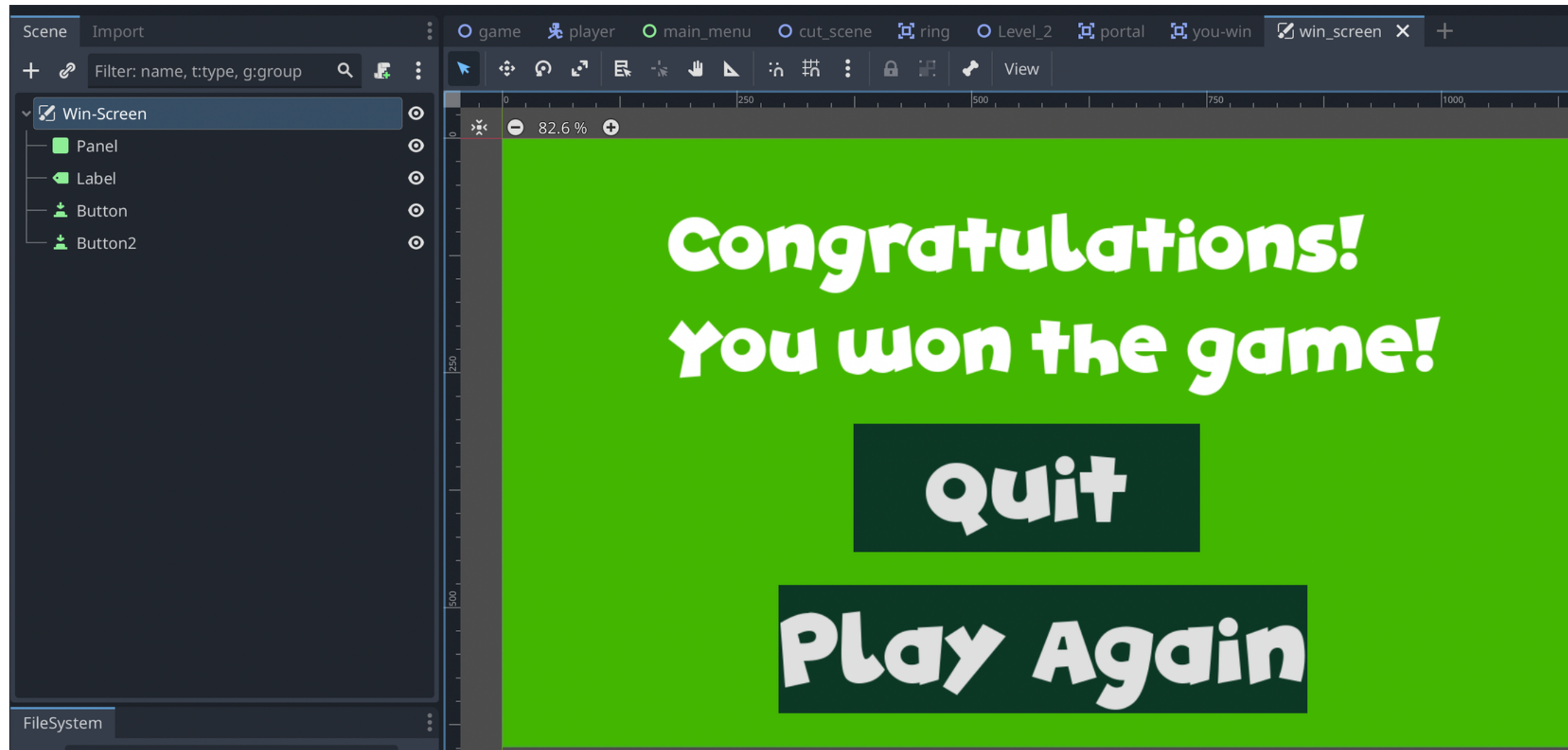
Go back to your original level, which should be Game.tscn



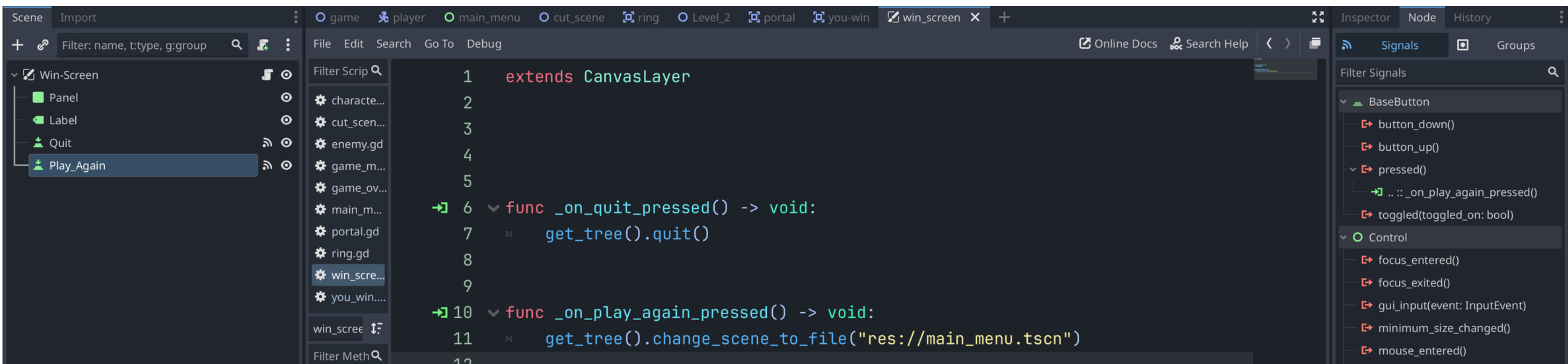
Add the Portal door to your level!
Test it!

WIN SCREEN!

also known as THE END



Create a new Scene
Canvas Layer
Panel, Label, and 2 buttons.

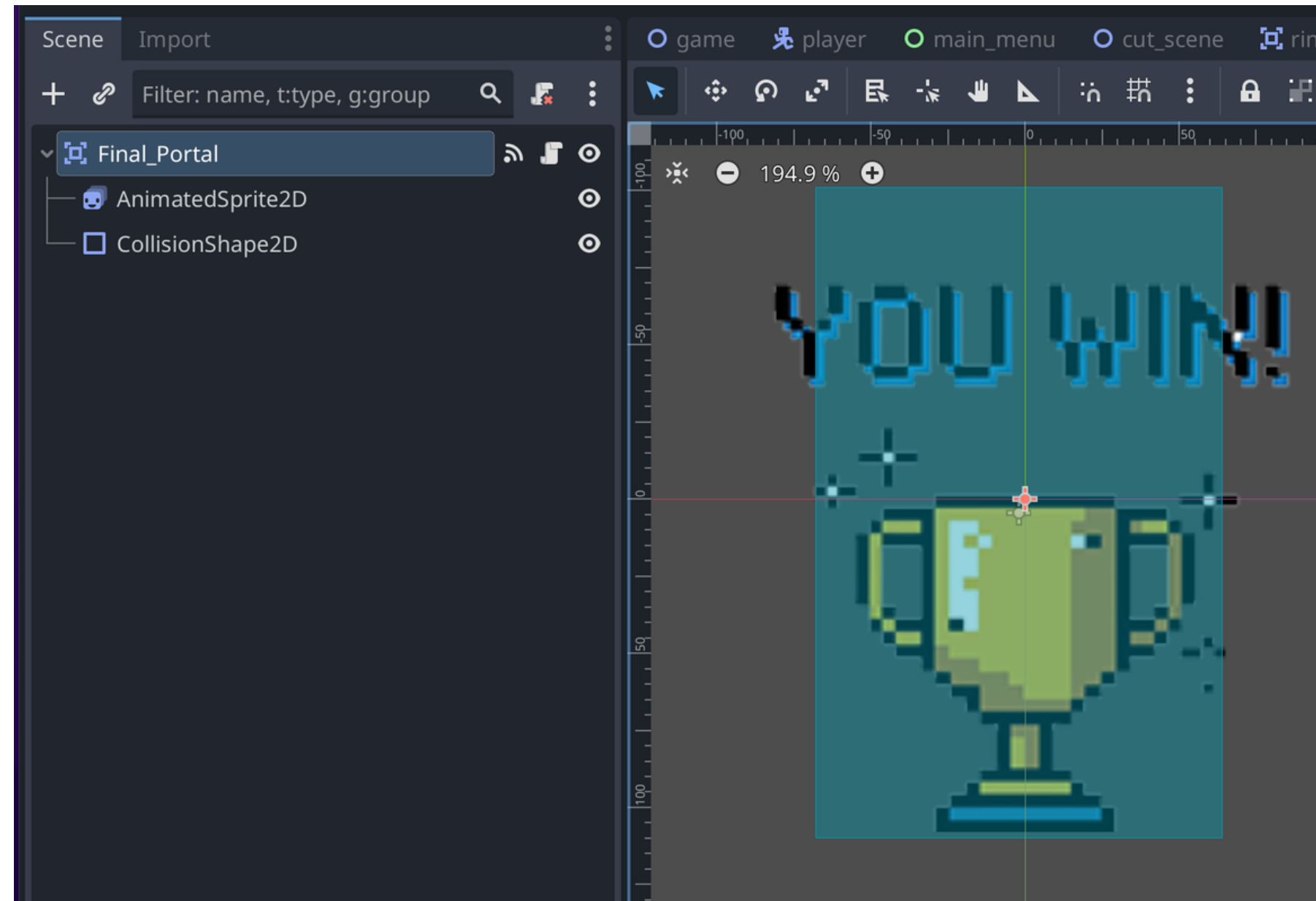


Label the buttons and name the button nodes.

Attach script to the Win-Screen ndoe.
use the Node Signals to code them!

Final Portal

How we get to the Win Screen



Create a new scene. This will be an Area 2d.

This will be the final portal to take us to the Win Screen.

It could be a trophy or a special item that helps to end your story.

Ideas : a Magic coin, a special element, a tool, etc.

```
1  extends Area2D
2
3
→ 4  func _on_body_entered(body: Node2D) -> void:
5      get_tree().change_scene_to_file.call_deferred("res://win_screen.tscn")
/
```

Attach Script to the this new Area 2D
Use the Node Signal and On Body Entered
attach the Win Screen!

