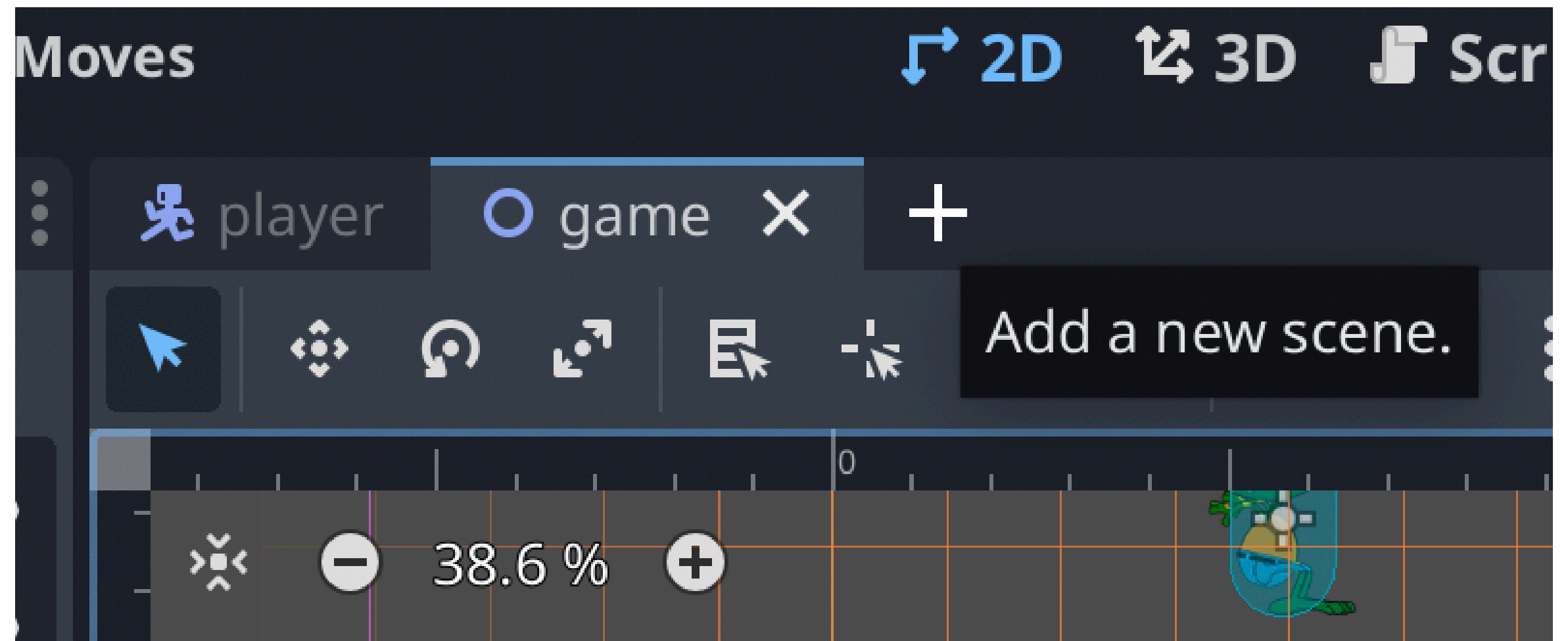


Create a moving Platform

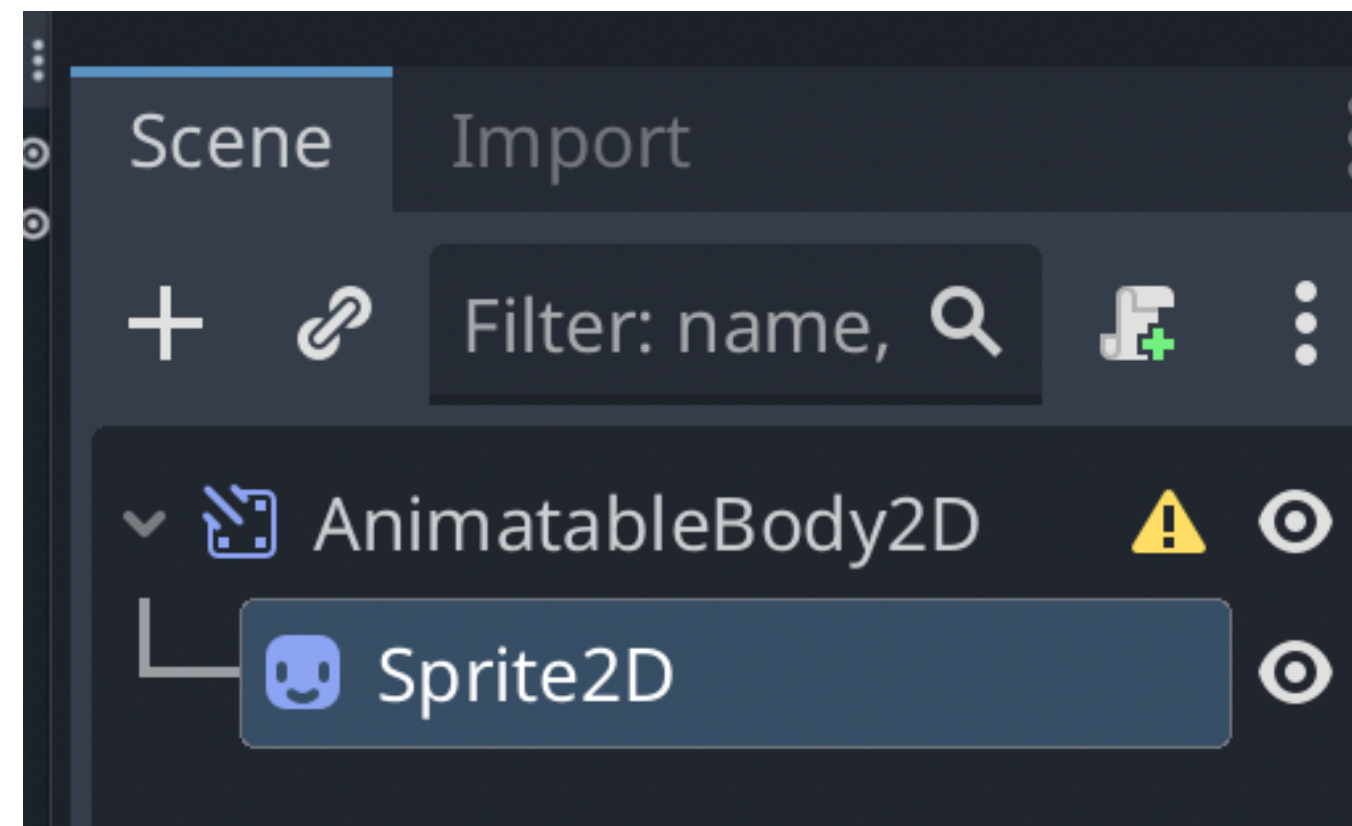
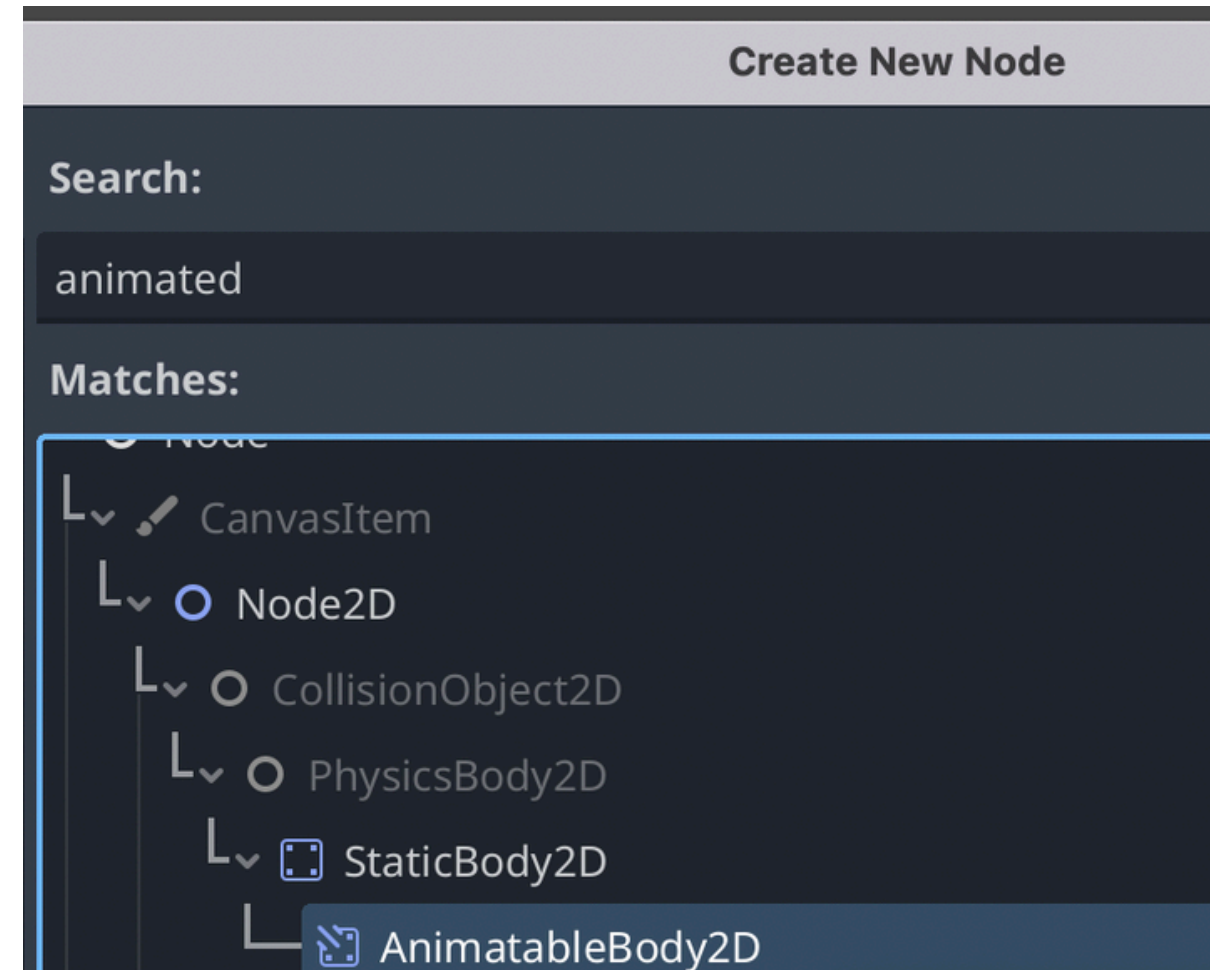
Create a new scene



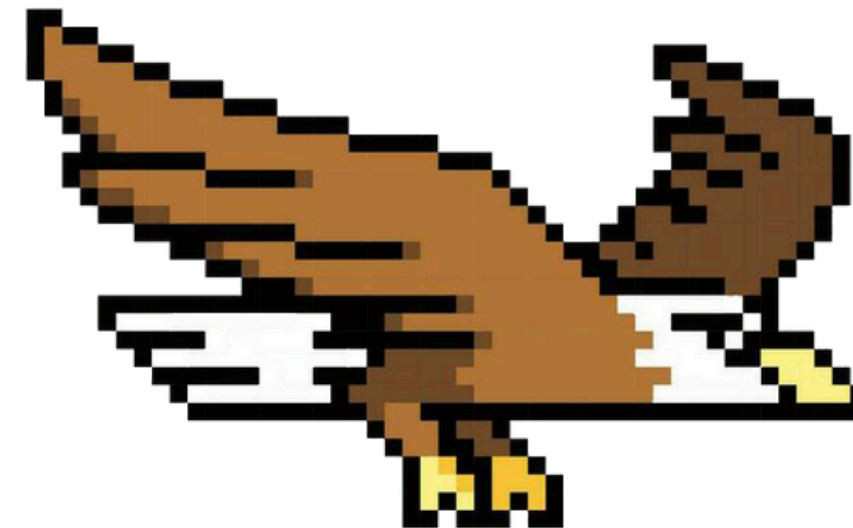
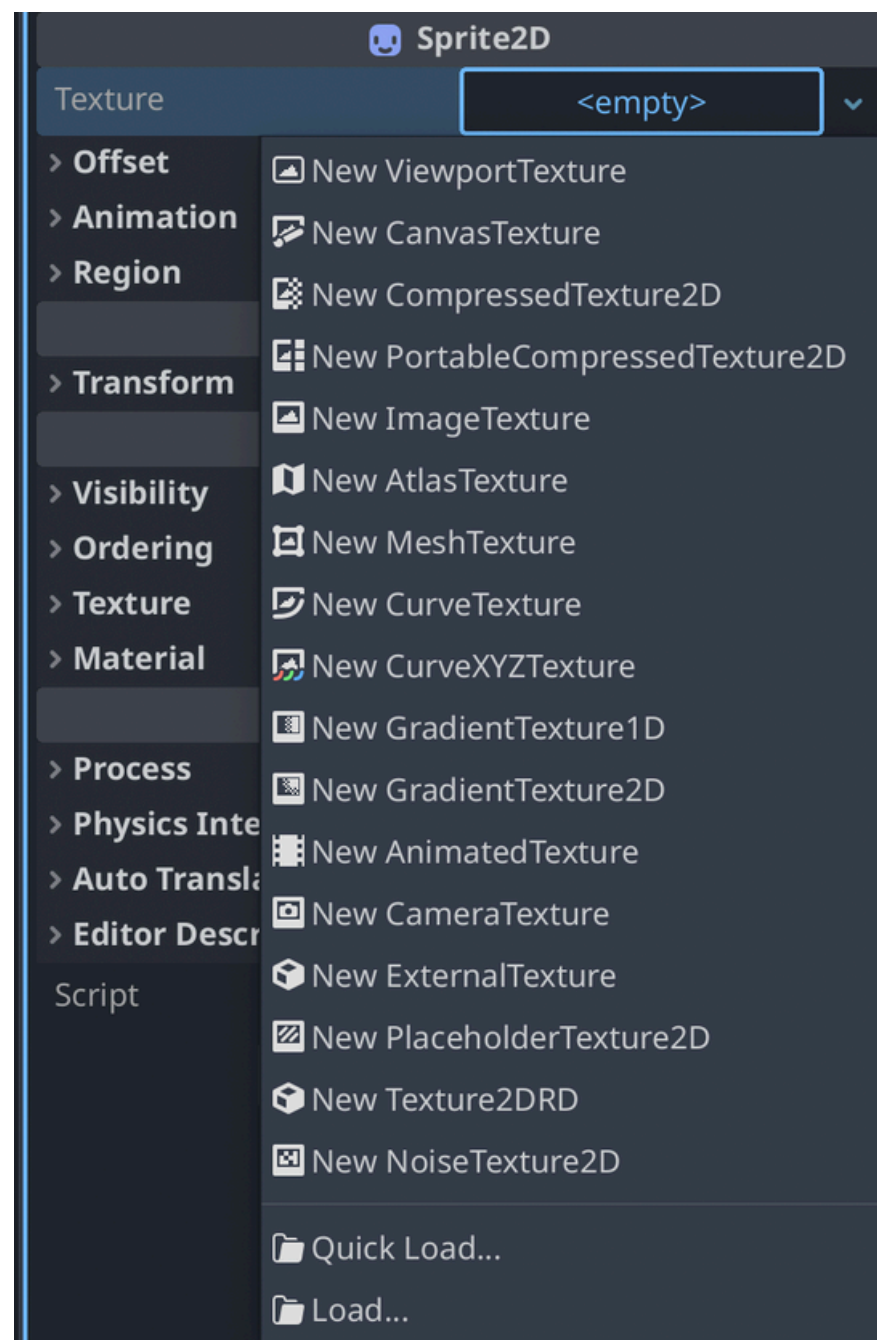
Add a new node called
AnimatableBody2D

then

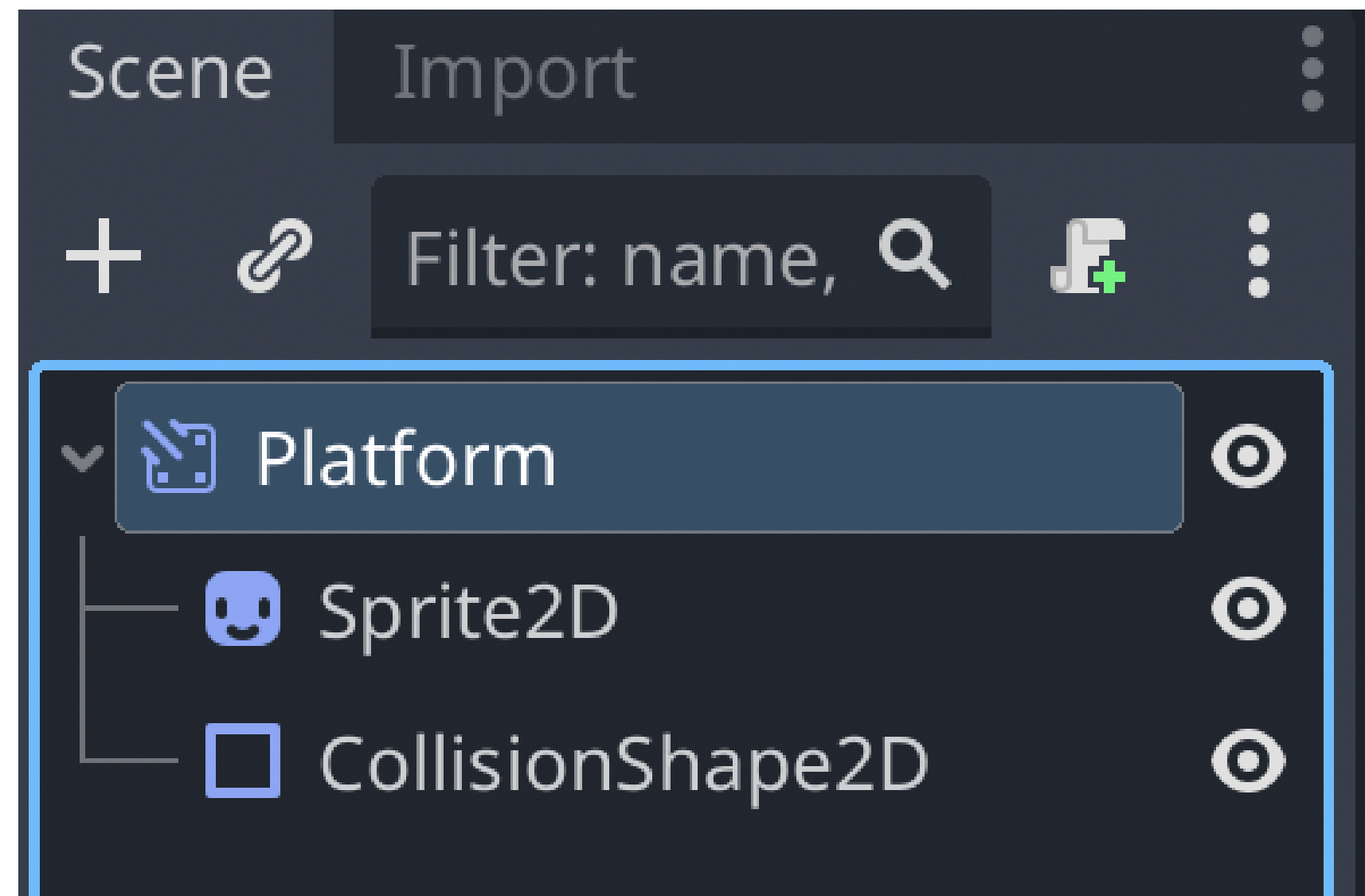
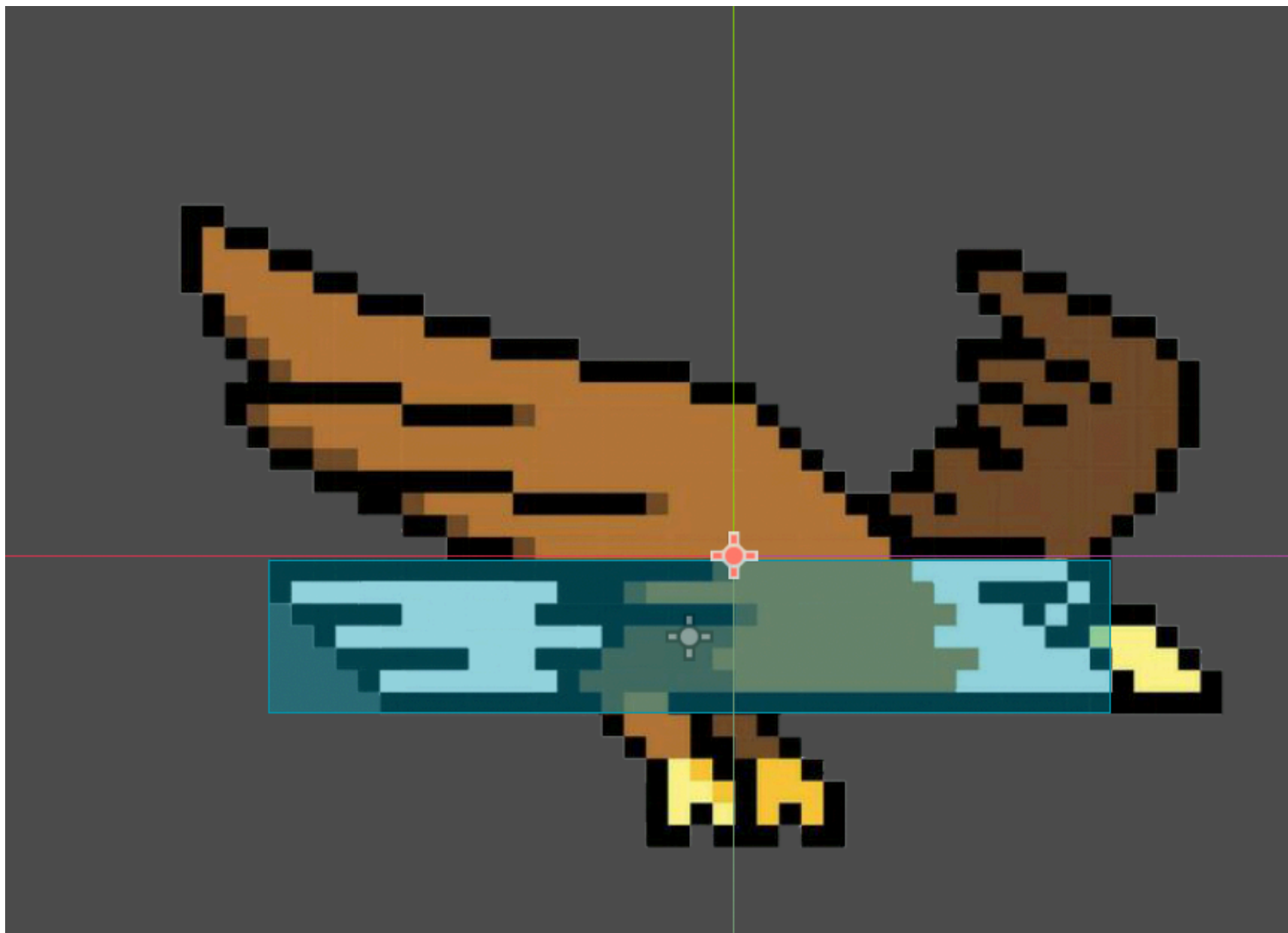
Add a Child Node that to this
Choose Sprite2D



Click on the TEXTURE option and go to the bottom to LOAD your image



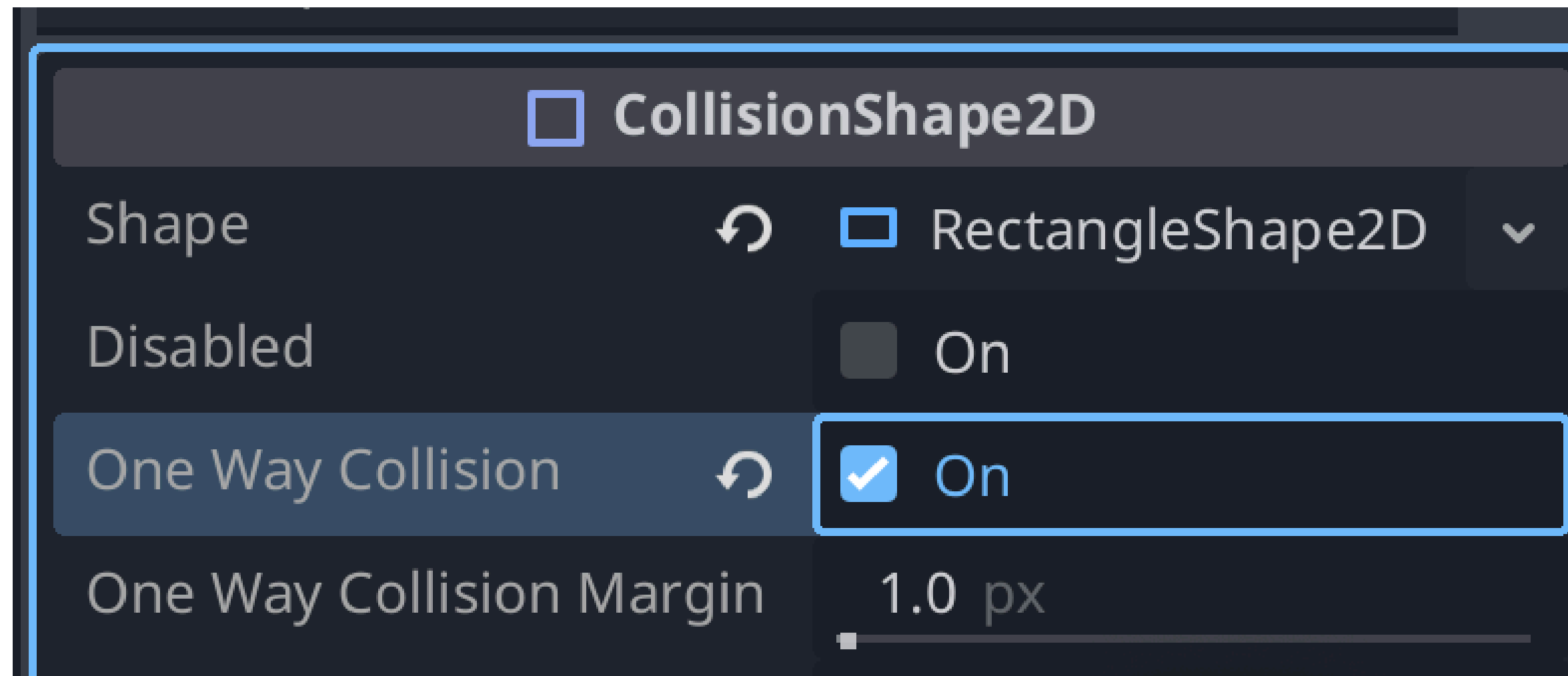
Add a collision shape to the Sprite.
Rename the AnimatableBody2d to Platform
Save the scene!



Drag the Platform Scene into your game scene.
You can now stand on the platform.

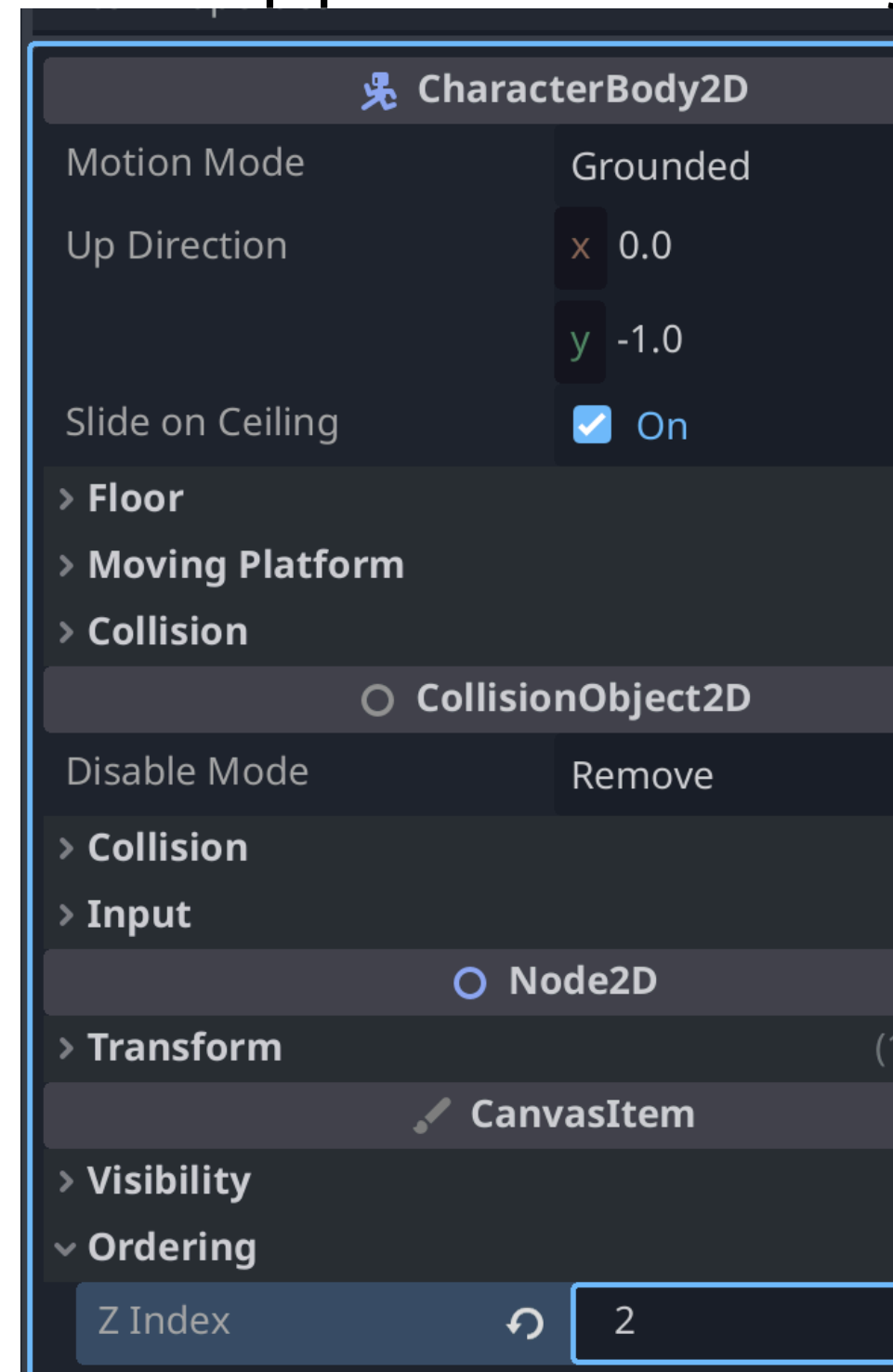
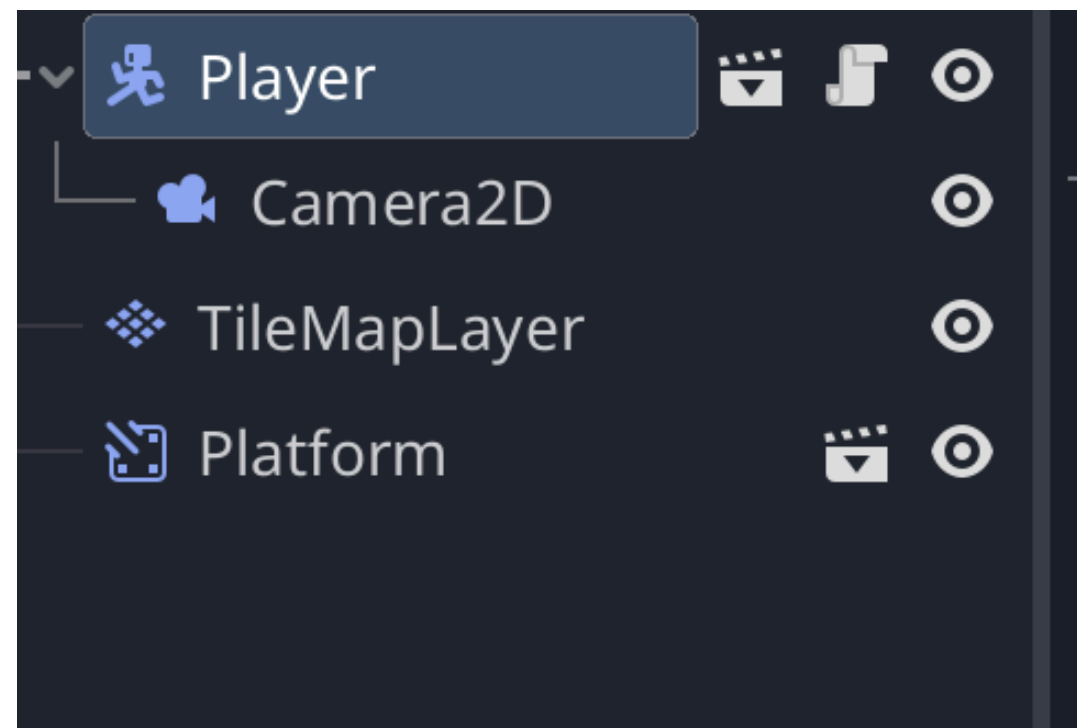


To be able to jump THRU the platform from below, go to the CollisionShape2D and choose One Way Collision.



If you want your PLAYER to appear to jump in front of the platform, you can change the Player > Ordering > Z Index > 2

The higher number makes the character appear above objects

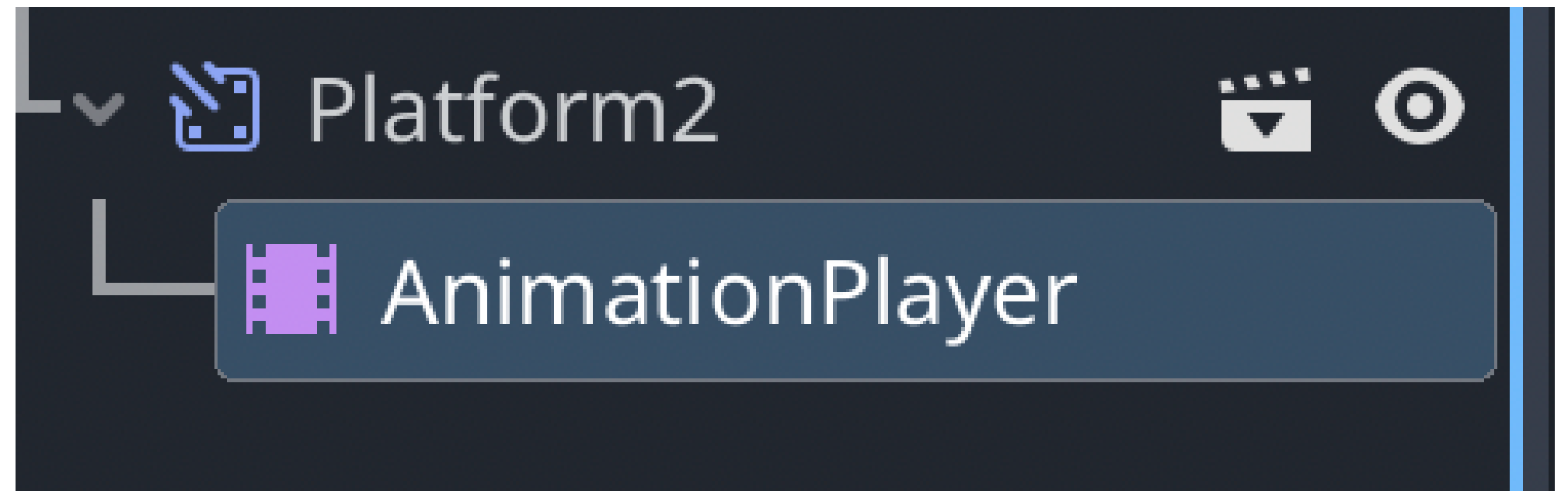
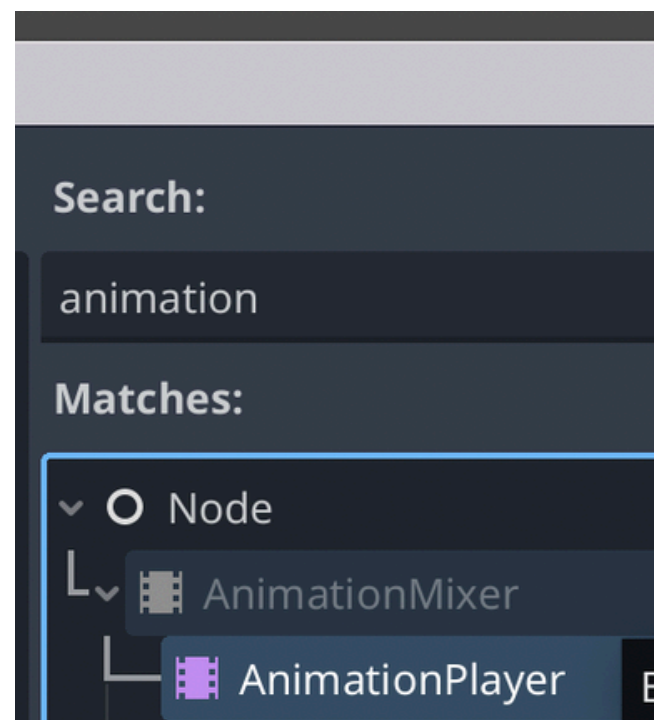
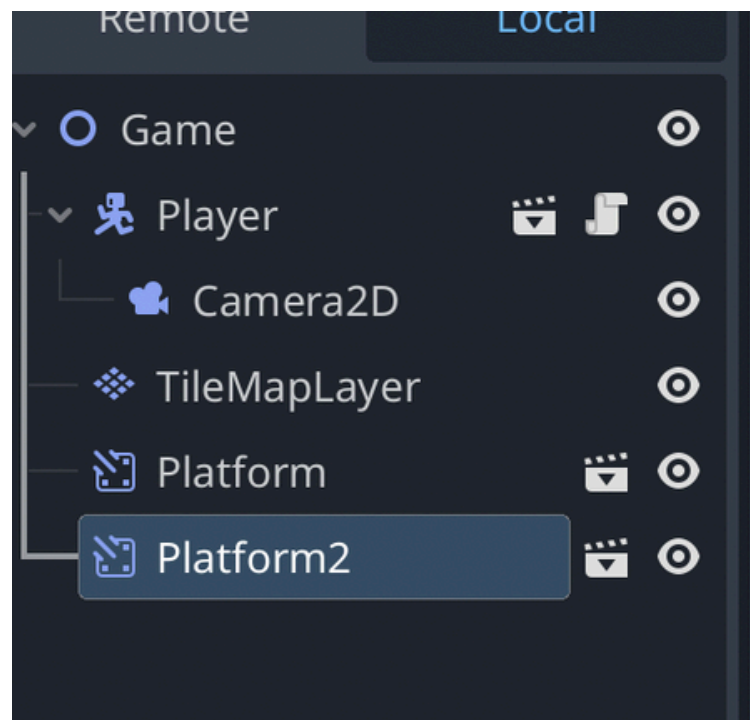


Add the Animation to the Platform

Create another Platform by duplicating your platform.

Right click > Duplicate, name this Platform2

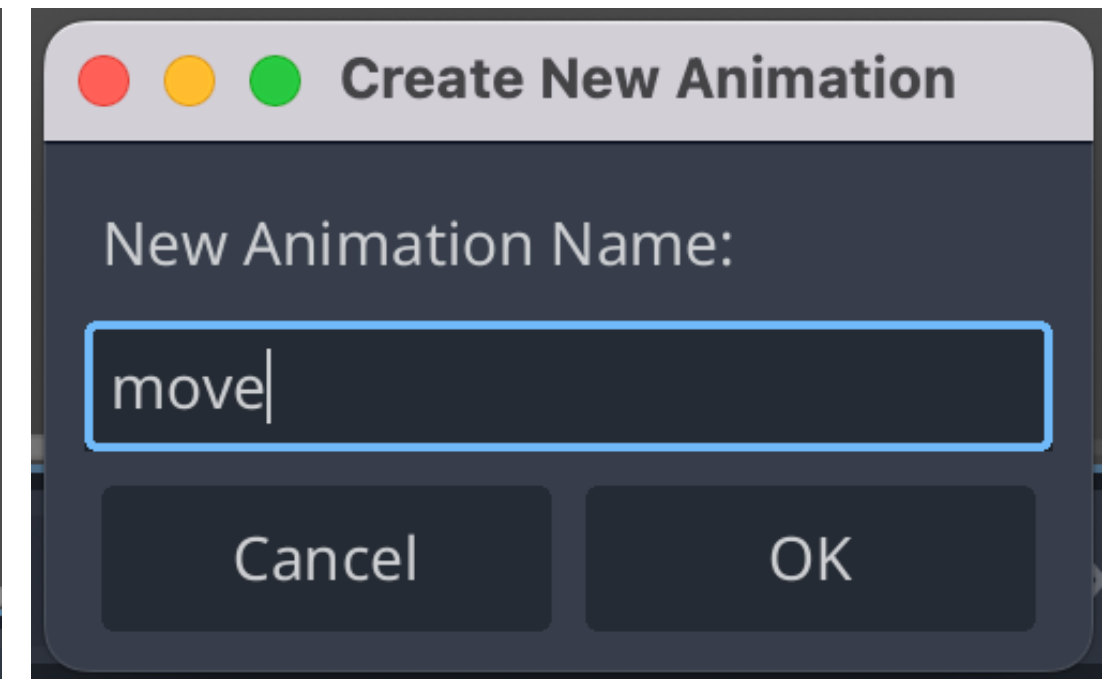
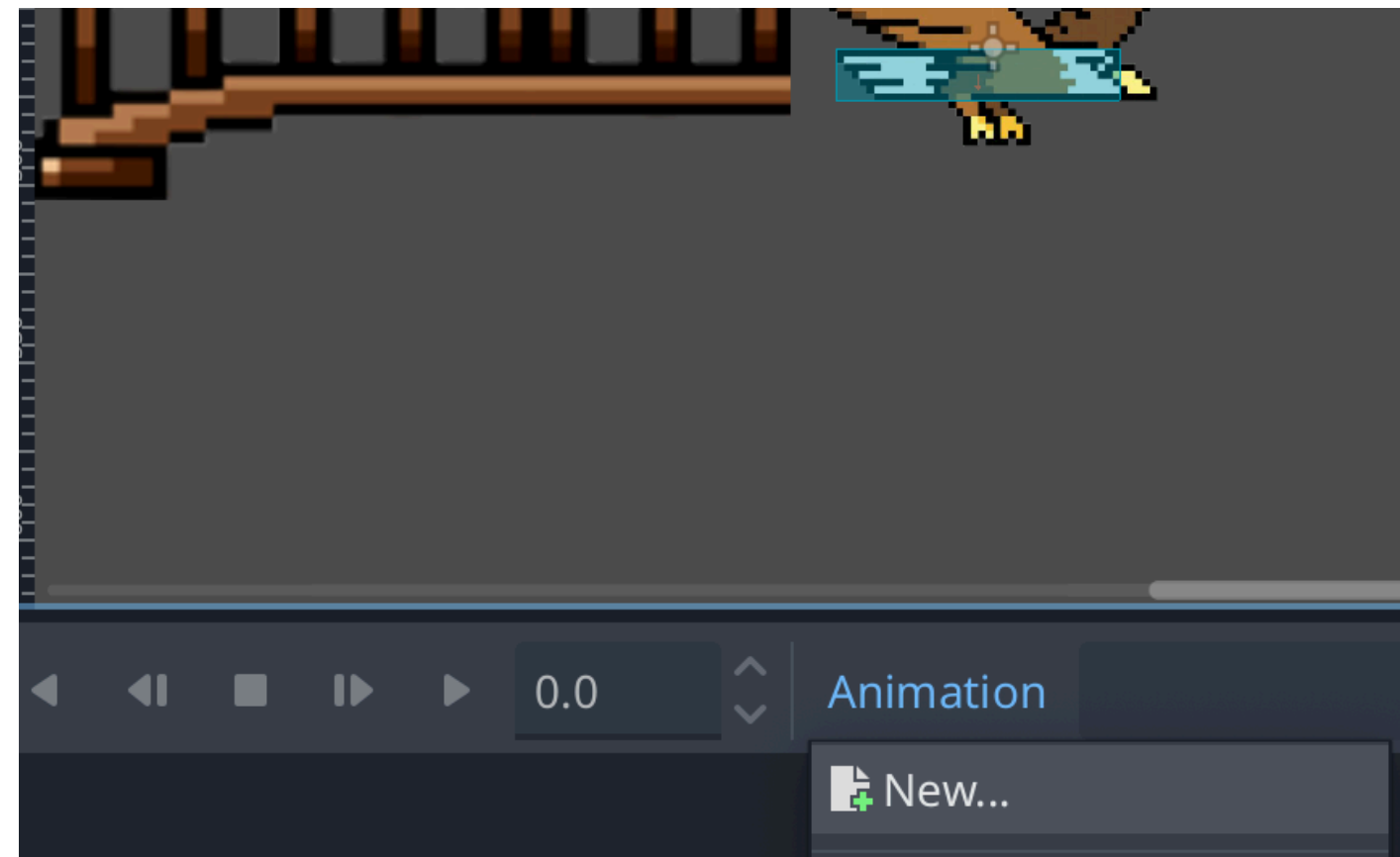
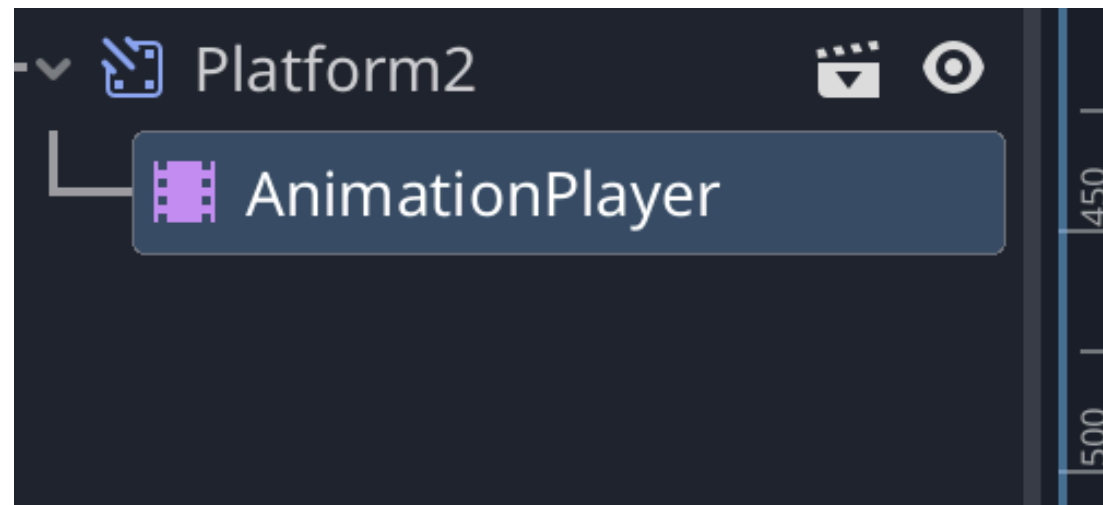
Add a Child Node to Platform2 called Animation Player



Click on the AnimationPlayer Node

Click on the Animation tab at the bottom of the screen

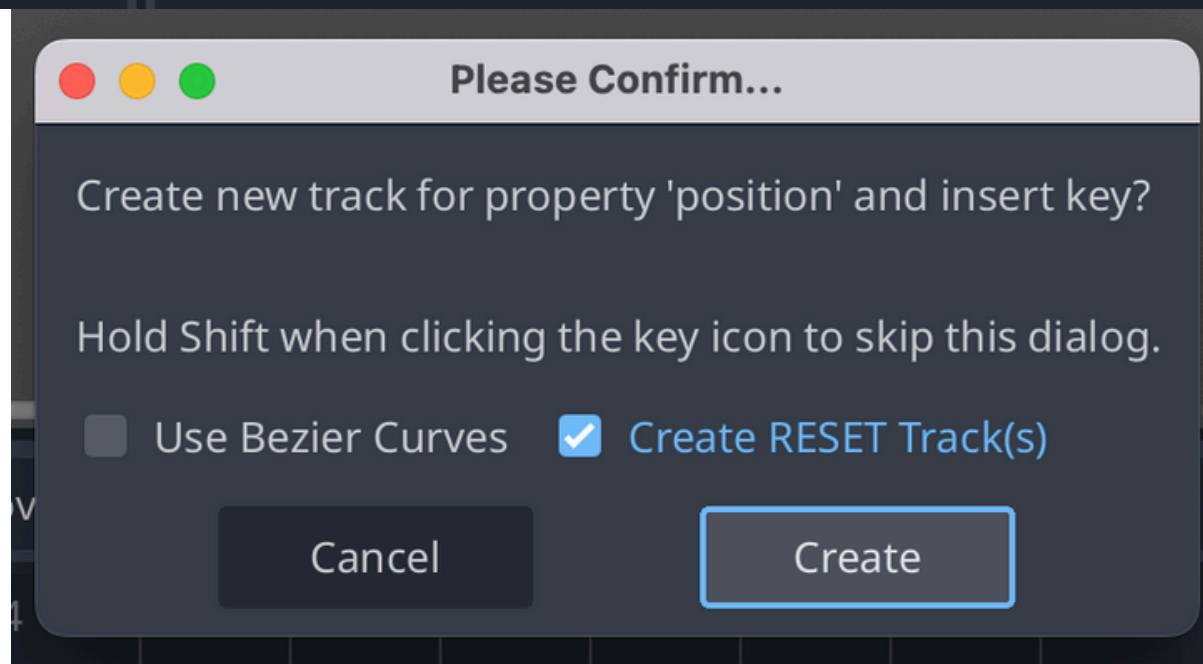
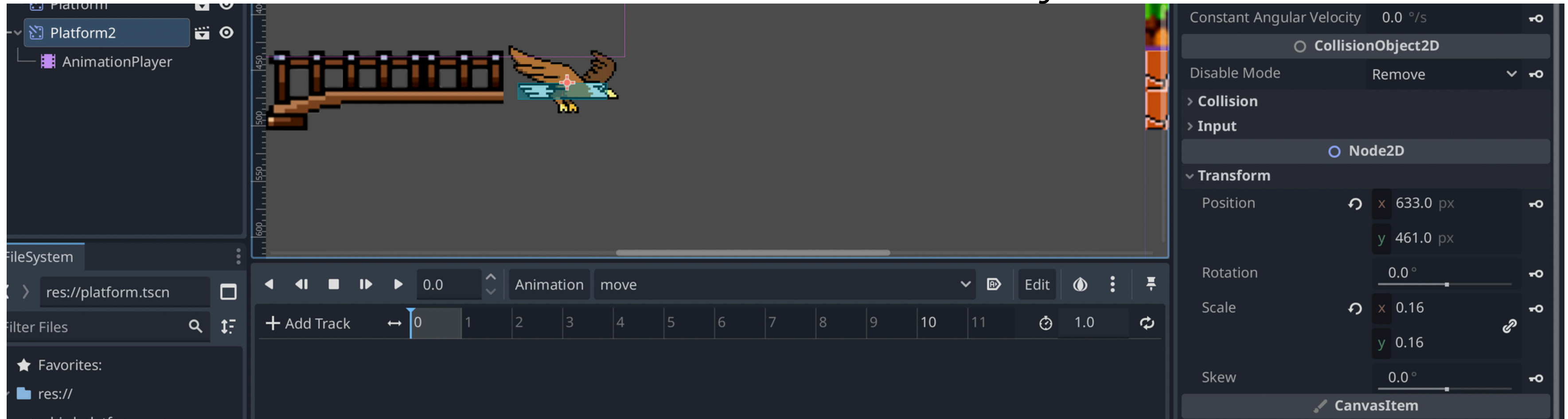
Click on Animation and choose New
Name it move



Place the Platform2 where you want it, it will be moving.

Click on the Platform2 and open the Transform > Position settings

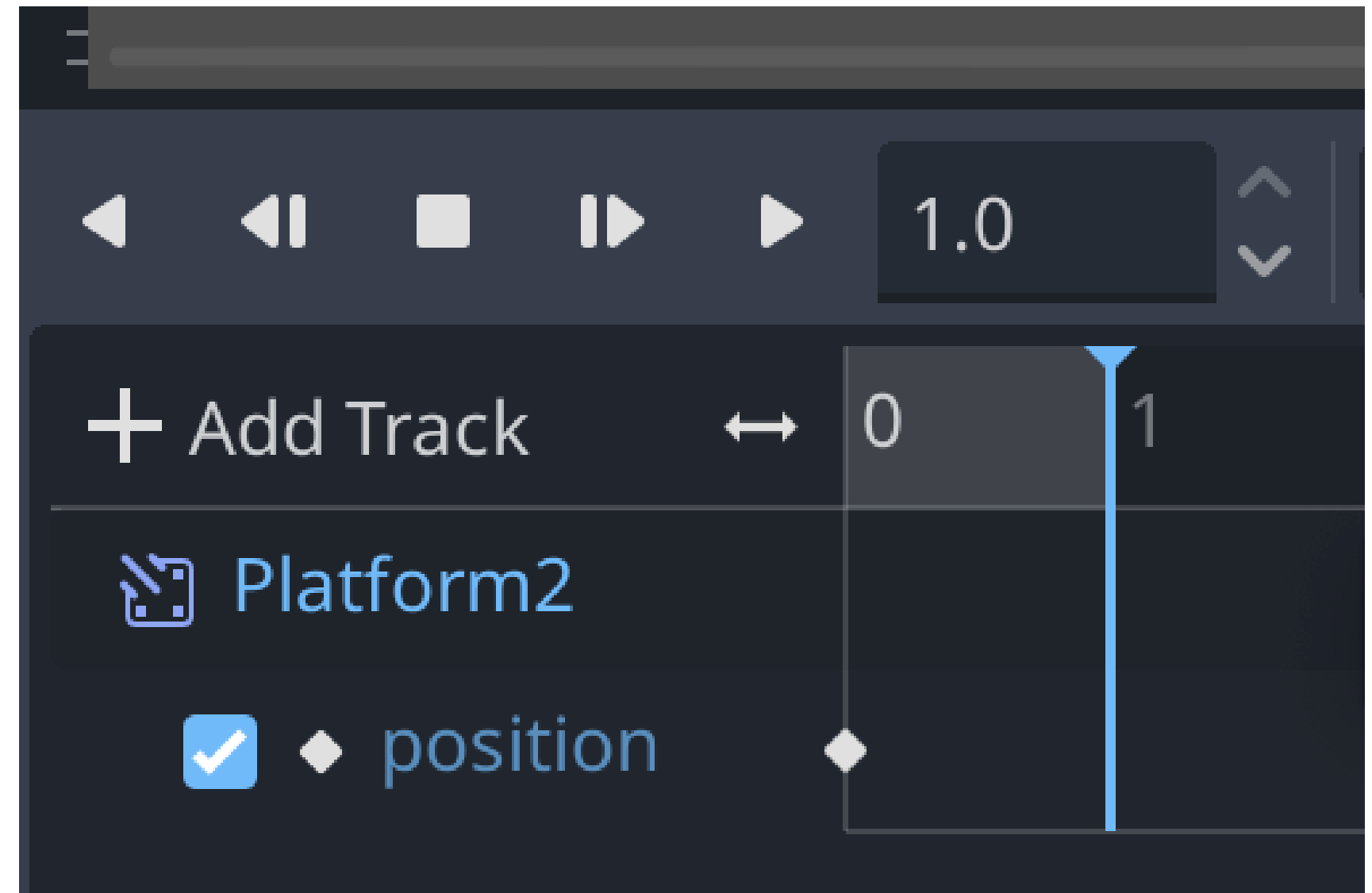
Press the small KEY button to make it a KEYFRAME of your animation



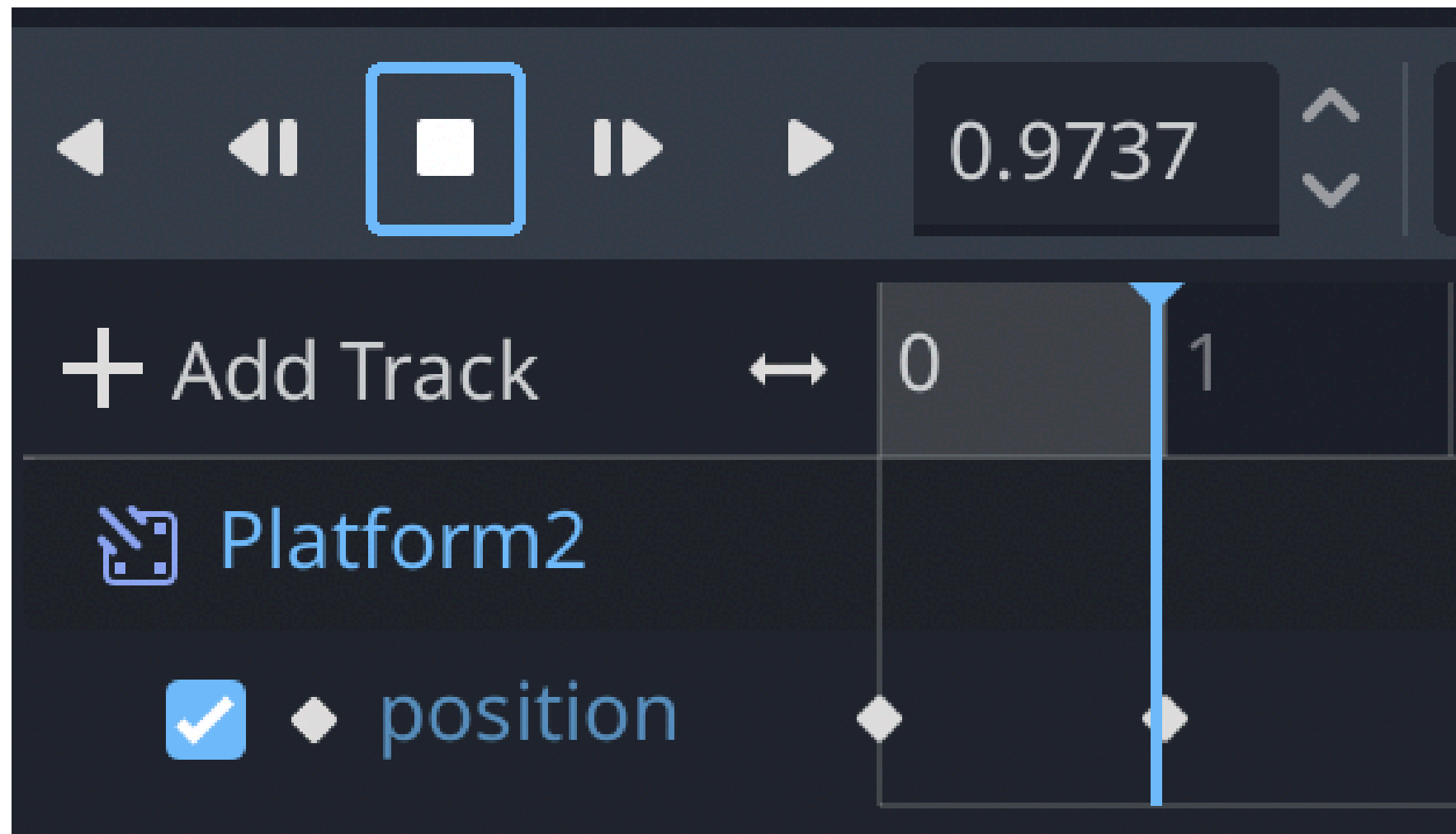
When you press the KEY button it will ask to create a new track for the animation. Press Create.

Slide the BLUE playhead to 1 second.
this will be the LENGTH of your
animation.

Now drag the object to where you
want it to move and press the key
button again.



You should now see two keyframe diamonds, representing the movement. On the left side of the animation bar click on the LOOP button twice so that the loop will go back and forth.



Press the AUTOPLAY button so that the animation will load in your game.

