

Bonus

Quick introduction to programming

If you are a beginner in programming, don't skip this!

Since we will be using code to implement various systems, it's always a good idea to get up to speed. All the code will be in GDScript, Godot's native scripting language.

Let's look at the core building blocks and how to use them to create more complex functionalities.

Variables - they are used as data containers. They can store numbers, strings, even more complex things as objects, materials and whatever the developer needs.

They do come in more shapes as sizes. Usually, when creating a new variable it can store only one thing at a time. This is good for values like Hitpoints, Damage, Speed, etc.

When we need a list of elements, let's say a list of words, we can use **Lists**. Lists or arrays are also variables. The main difference between them is the fact that they can store multiple values, chained one after another. They are good to store groups of items: Inventories, enemies, projectiles.