

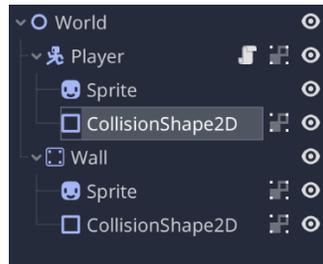
MODULE 3: TIME TO COLLIDE

We currently have two objects (a player and a wall), but they don't know how to interact with each other.

COLLISIONSHAPE2D

Let's bring in CollisionShape2D. We need to add one to each item – one for our player, and one for the wall.

1. Don't forget to Save again!
2. Select "Player", and click "+" to search for, and add CollisionShape2D.
3. Select "Wall", and click "+" to search for, and add CollisionShape2D.
 - a. **NOTE:** CollisionShape2D needs to be the "child nodes" of the Player and the Wall, not the Sprite. It should look like the screenshot below:

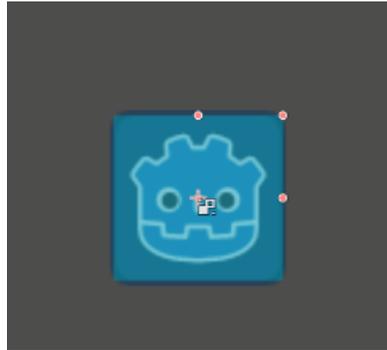


4. For Player:
 - a. Click on CollisionShape2D.
 - b. Go to the Inspector widget.
 - c. Select RectangleShape2D from the dropdown menu.



5. Do it all again, for Wall:
 - a. Click on CollisionShape2D.
 - b. Go to the Inspector widget.
 - c. Select RectangleShape2D from the dropdown menu.

6. For Player:
 - a. Click on the CollisionShape2D.
 - b. Resize the rectangle to be the same size as the Player.
 - c. Move the rectangle so that it's in line with the Player. You will know when it's lined up, as it will be a light blue area covered with pink dots.

**PRO TIP:**

- The collision shapes might be up in the corner (or somewhere else on the grid).

7. Do it again for the Wall:
 - a. Click on the CollisionShape2D.
 - b. Resize the rectangle to be the same size as the Wall.
 - c. Move the rectangle so that it's in line with the Player. You will know when it's lined up, as it will be a light blue area covered with pink dots.

TIME TO TEST

Let's try it again! Will the wall stop the player from falling?

1. Save your game (Ctrl + S).
2. Press the play button at the top of the software.

What happened this time? If it was created correctly, the Player should land on the Wall, and can move right or left on the Wall using the keyboard buttons.

ADD SOME WALLS

Let's add more to this game! Add some more walls that the Player can move around on.

PRO TIP:

- We can duplicate the wall and place them anywhere!
- Select the Wall Node, and press Ctrl + D to duplicate it.
- The wall will be on top of the already existing wall which you can now move anywhere.

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