GUI Part 2: Using Containers

Create a project and give your main scene the following structure:

Main is a 2D scene (Node2D) and Button2 is a Button.
Click the MarginContainer and set its Anchor properties:
Click on label and set the indicated properties:

Text: "The Game of Games!

Align: Center

Vertical Size Flags: Fill, Expand, Shrink Cent, Shrink End
Click on the ProgressBar and set the indicated properties.
Click on the Button and set the indicated properties.

Repeat for Button2 but set its Text to “Subtract One”
Create a Script for the Main node.
Click on the Button node.
Click the Node tab next to Inspector.
Double click the pressed() signal. Click Connect.

Repeat for Button2
Open your script. It should have two more methods in it. Add the code below. Note if you start typing $ ProgressBar it will fill in the full path. Run the program.

```cpp
extends Node2D

var score = 0

# Called when the node enters the scene tree for the first time.
func _ready():
  pass # Replace with function body.

# Called every frame. 'delta' is the elapsed time since the previous frame.
func _process(delta):
  pass

func _on_Button_pressed():
  score = clamp(score + 10, 0, 100)
  $CanvasLayer/MarginContainer/VBoxContainer/ProgressBar.set_value(score)

func _on_Button2_pressed():
  score = clamp(score - 10, 0, 100)
  $CanvasLayer/MarginContainer/VBoxContainer/ProgressBar.set_value(score)
```