Bernardo Fitzmaurice Acevedo 105297603

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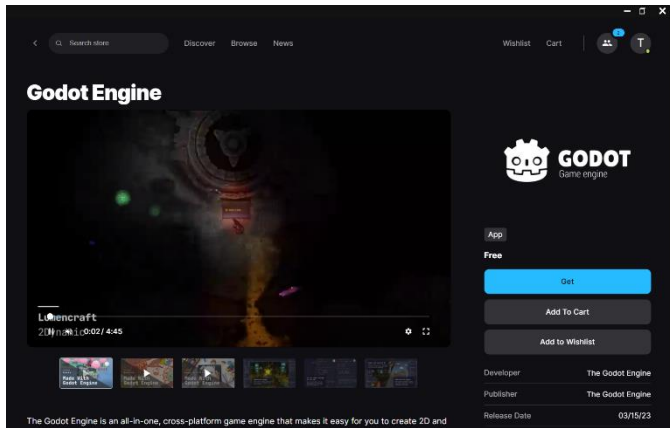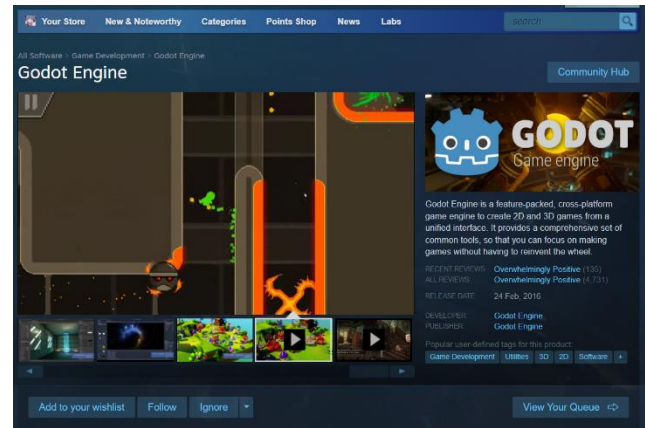
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Game Engine Analysis

We all know what a game engine is, so I will not waste that much time on an introduction. On this paper I'll analyze the Godot engine, its features, how it works, the games that were made with Godot, etc.

Godot has some main features that allow the users to work much easier than other game engines. These features allow the user to use building blocks (better called "nodes") to create scenes, and to add code scripts to each scene. Godot uses the language GDScript, a language inspired by Python, so it's easier to pick up for beginners, but it also allows users to use C# while still having the benefit from using GDScript. It is also used to create projects in both 2D and 3D. For the 3D games you're allowed to make your own scenes directly from the engine; and for 2D games the engine lets you create the game's map directly from a map editor, either as a procedural generator, or a more meticulously hand made map. Lastly, since Godot is an open-source program, it allows the users to modify the engine to what they need.
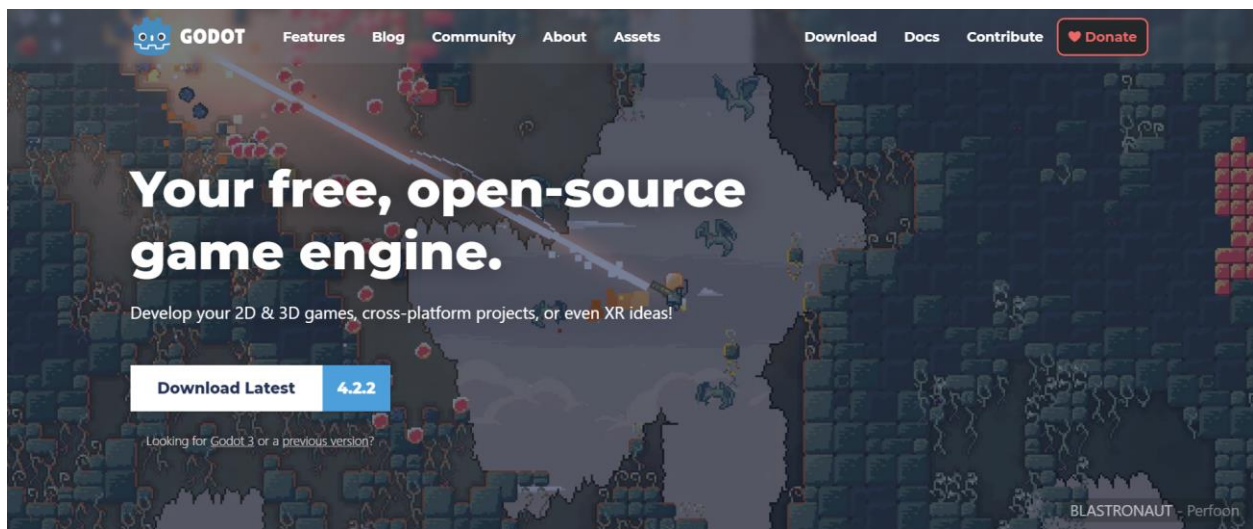
Users can download Godot from 3 places, directly from the internet, from steam or from the epic store. Of course, each of them has their own advantages and disadvantages. In the case of downloading Godot directly from the internet, every time an upgrade is launched, you'll need to download the update manually, but if the update came with a bug, you could wait for the developers to patch it before updating it. In the case of steam, the update is done automatically, and if there's a bug you can revert the program to a previous update and wait for it to be patched before going back to the most recent update. Lastly in the case of the Epic Store is the same as Steam, but, unlike steam, you cannot revert the program to its previous version, so if there's a bug, you are stuck with it until it's fixed.
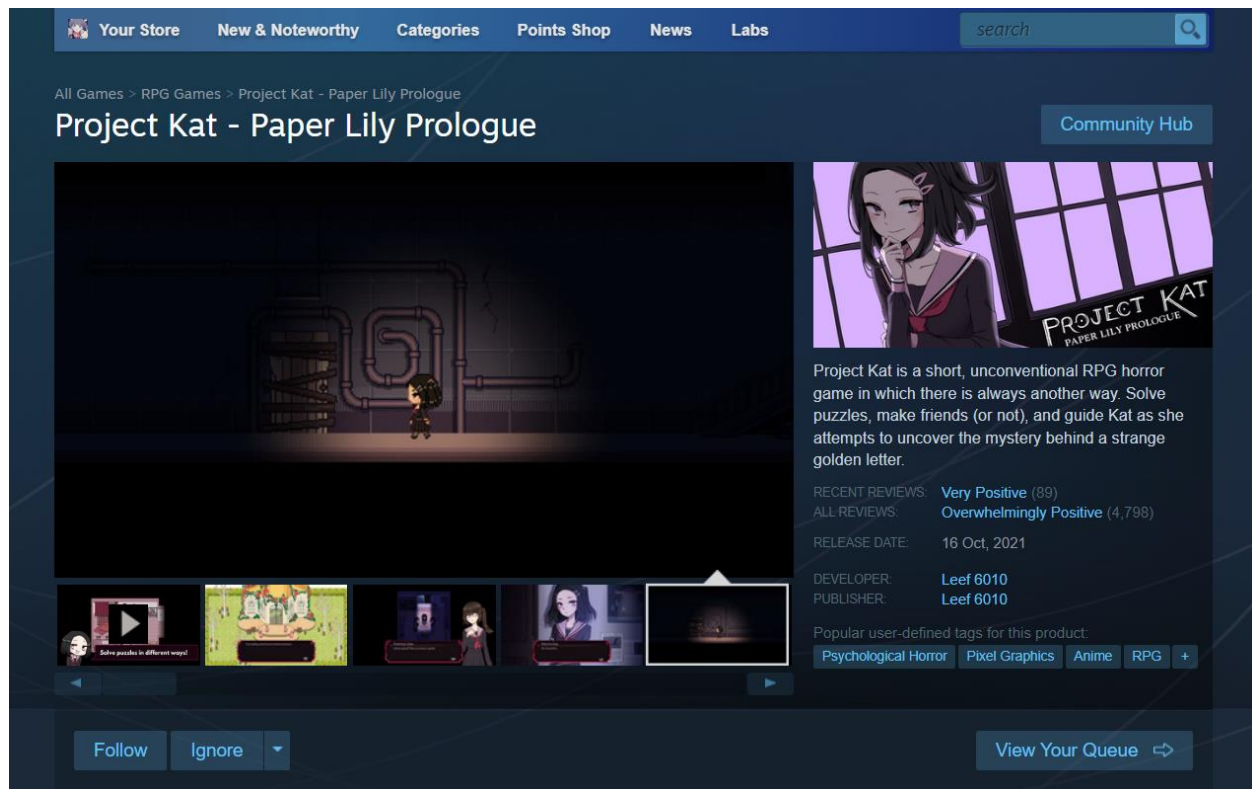
Godot in Epic Store.

Godot in Steam.

Godot in browser.

Of course, like any game engine, Godot many games have been made using Godot, some examples are:

1. Sonic Colors Ultimate.
2. Project Kat – Paper Lily prologue.
3. Paper Lily.
4. HaachamaWare.
5. Blackout.

Those are the only 5 games that came to my mind, but there are many more games made with Godot. At the end I will put a link that shows many more. I also want to say that Sonic colors uses 3 game engines, and Godot is one of them.

Project Kat steam page.

To finish the report. In my opinion learning Godot will be useful for the future, since I've heard that after all the drama from unity, and how they are messing things up, it's just a matter of time that Godot blows more in popularity. So yeah, I need to learn Godot.

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