

# Godot

Godot is an open-source game engine, that has gotten very popular since the unity fiasco, I will divide this case in three sections, developing, 2d, 3d and networking.

## Developing:

Godot developing experience, is extremely good, extremely fast iteration time, comprehensible Api, and the scene tree/node system is extremely intuitive, very good for agile development, and when you want everything done fast, Gdscript is basically python so its only a matter of learning the integrated methods and the signals system to be productive.

## 2D:

Godot gave me a highly performant 2d engine , differing from a simple orthographic camera in game engines like unity, this really helps, when, either, developing a game, with many 2d objects in screen for low end hardware, but, in my case, its used for a UI with negligible performance hit in my 3d game, so I don't have to think about overdraw in the user interface, or using too many complex effects or shaders, after all, everything uses the optimized 2d pipeline, and that's why I am sure that it has a bright future in the development of native applications as it can export to any platform including web, and mobile, and its 2d engine would allow us to have Highly performant apps in any hardware, Tho, we still have to solve the web export size before we can expect to replace html.

## 3D:

Godot also has a really good 3d engine, which is perfectly fine , I could say its much more than I will ever need even if it doesn't has that fancy Path-Tracing, o AI scaling everything, this doesn't mean it's not viable with Godot, as a good rule of thumb, if the 3d engine of Godot limits you, you maybe cant develop the project you are making just by yourself.

## Networking:

Godot has the simplest, yet highly performant multiplayer system, thanks to enet multiplayer, and the @rpc annotation, I really like rpcs, and I find them a really cool way to program multiplayer games, and Godot makes them very easy to use while being extremely customizable and extendable. Compared to other engines this capabilities overshadow the advantages of the included batteries of other game engines, multiplayer systems.