

Intro to Godot Engine

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Electronic Armory

What

Open Source, actively developed, 2D & 3D game engine built around the concept that everything is a node.



Timeline controls: 0, 0.2, 0.4, 0.6, 0.8, 1, 1.2

Timeline tracks:

- Scale/Sprites/dragon_body/drago
- Scale/Rig/body:transform/scale
- Scale/Rig/body:transform/pos
- Scale/Rig/body:transform/rot
- Scale/Sprites/dragon_body/drago

Timeline playback: Len(s): 1.6, Step(s): 0.1

Space Override: Disabled

Gravity Point: On

Gravity Distance Scale: 0

Gravity Vec: 0,1

Gravity: 98

Linear Damp: 0,1

Angular Damp: 1

Priority: 0

Monitoring: On

Monitorable: On

Collision

Layers

Mask

CollisionObject2D

Input

Pickable: On

Node2D

Transform

Pos: 123.669998,7

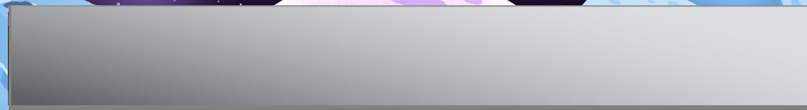
Rot: 0

Scale: 1,1

Z: 0

← **BACK**

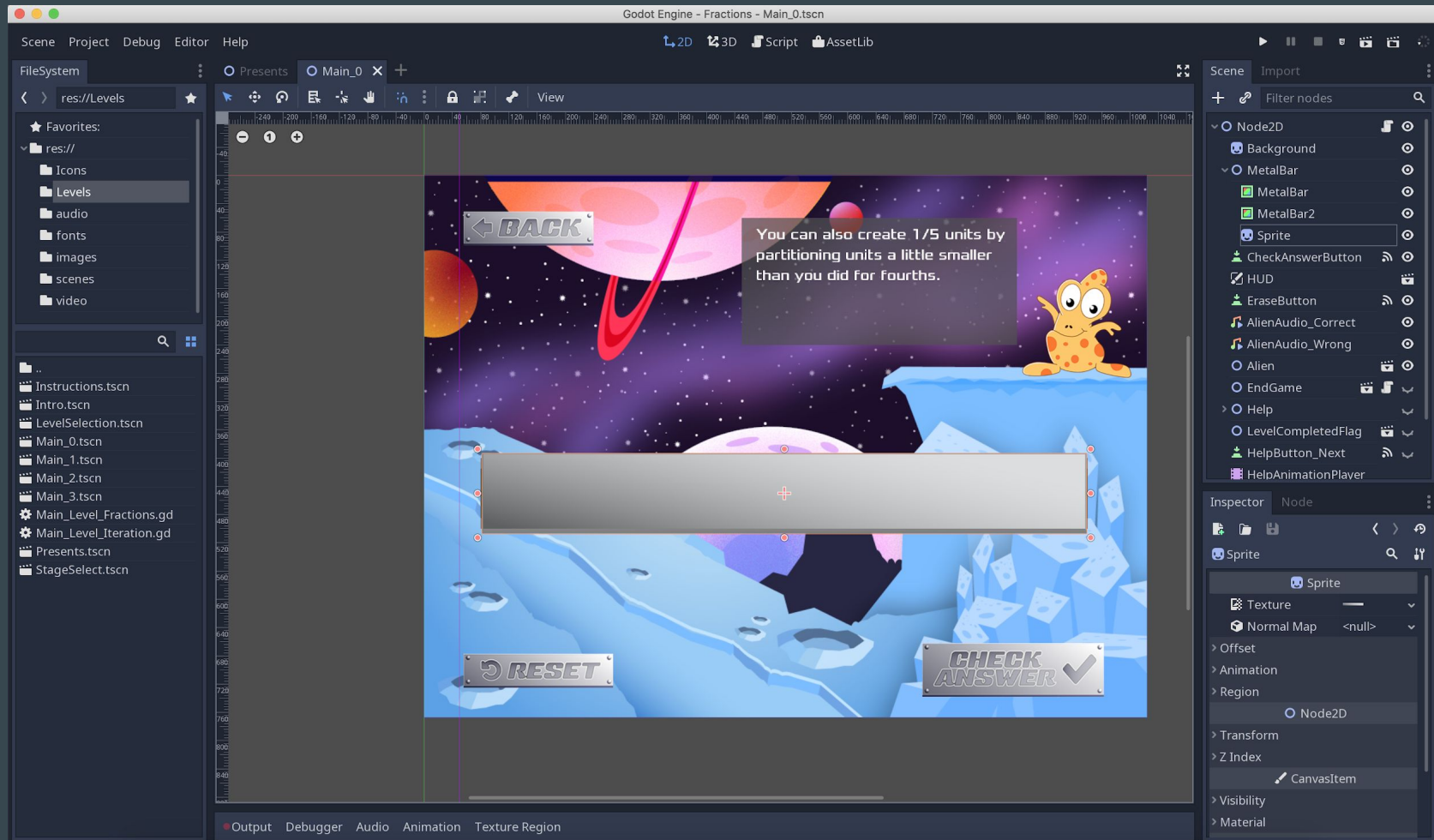
Cut the metal bar into 10 pieces



↺ **RESET**

**CHECK
ANSWER** ✓





Why?

- Free to use and learn on
- Engine source code is open source.
 - Contribute back and fix bugs.
 - Learn how to build a game engine from experts
- Free assets to example games from the community
- Export to many platforms

Godot

- Free to use, access to source code
- 2D & 3D capabilities
- Visual programming
- Godot Script (GD Script)

Supported Platforms

- Windows PC, Mac OS X, iOS, Android, Linux, and HTML5.
- You can run the Godot Engine Editor on Windows, OS X and Linux.