



<https://github.com/godotengine>

Godot is an open source game engine. The engine itself is coded in Python with support for both 2D and 3D games, but makes use of a custom form of visual scripting and has support for object-based C coding (C# or C++). With a massive 607 contributors, the Godot Engine's pull request system behaves much more like a forum of coders discussing over which features to add to the engine. The massive nature of the project also means there are so many pull requests, they are organized into a set of color coded labels for different kinds of pull request. For instance, there is forty separate labels that cover everything feature proposals and bugs to calls for help (with the "Hero Wanted" tag). These labels also are used to differentiate which part of the project it pertains to- be it the core Godot Engine or some specific aspect such as the rendering or editing interface. The repository also has a third set of tags that deal with different platforms which the game engine may export games to. The community is organized by two developers in an otherwise peer-peer system that is stretch across a large range of websites. There are 5 branches for the Godot Engine. Three of the branches are labeled active branches for different versions of the engine, one of the branches is the master branch and the fifth branch is what they label a "stale" branch.

Example:

	Cannot change code editor text size in VeryLoDPI Mode	
	#18575 opened 3 days ago by NoodleSushi	
	Polygon2D does not resize when calling <code>resize()</code> .	1
	#18573 opened 3 days ago by JosephCatrambone	
	In game profiler	6
	#18571 opened 3 days ago by DevMagicLord	
	Gi probe is too slow	1
	#18570 opened 3 days ago by DevMagicLord	
	Control the configuration warning from GDScript	1
	#18567 opened 3 days ago by sonoblaise	
	2D Bones are not selectable	1
	#18565 opened 3 days ago by reduz	