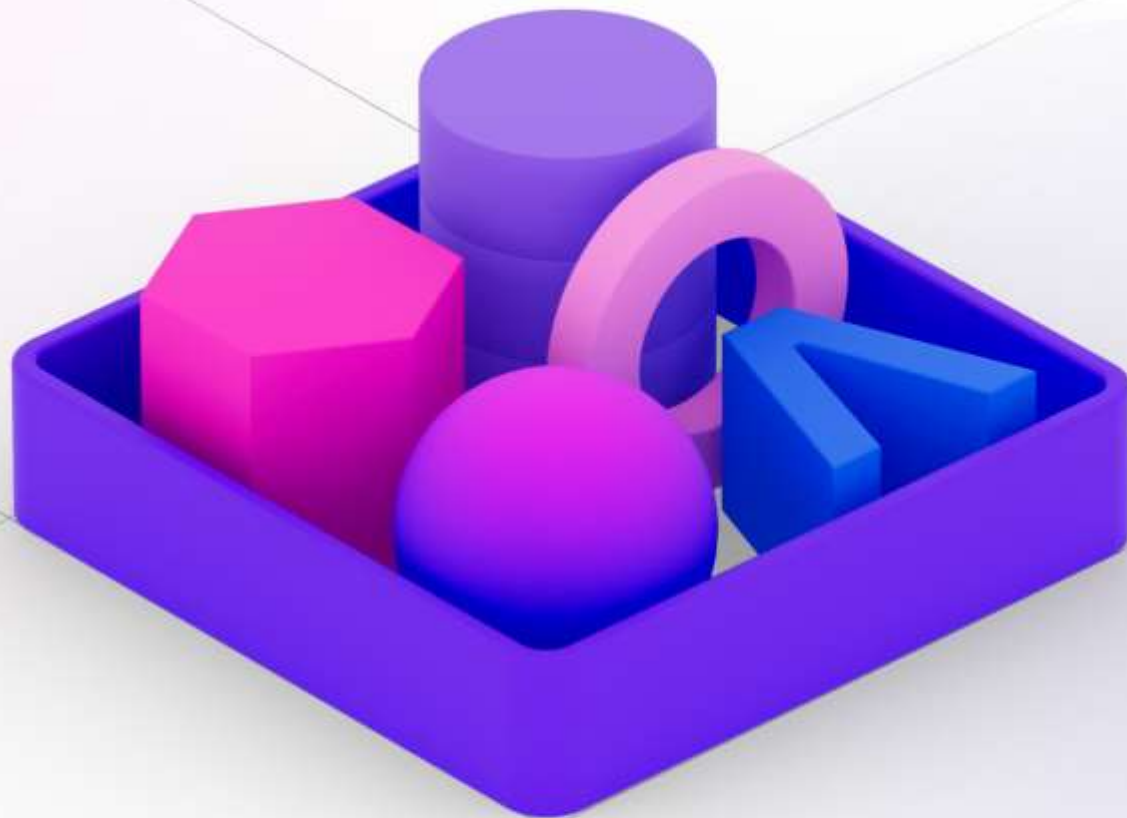


.NET Conf

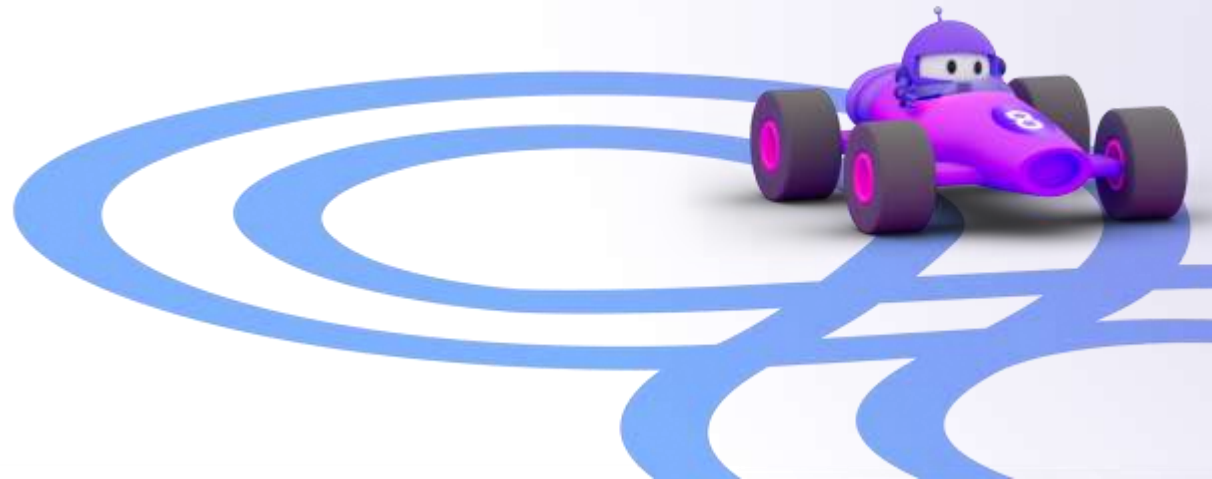
Focus on modern code



Games in Godot!

Let's make a classic Paddle game with C#!

Michael A. Hawker



Who am I?

- Engineer by day
- Game Designer/Developer by night
 - Masters Thesis on MMORPGs
 - Participated in a few Ludum Dare events
 - Award winning Windows Mobile puzzle game
 - Developed a programming game
 - Shipped launch game on OUYA
 - Successfully Kickstarted a board game



What is Godot?

- Godot is a free, *cross-platform*, open-source Game Engine
- Builds 2D and/or 3D games
- Supports Programming with
 - GDScript (Godot), C++, and of course **C#**!
 - Or others via community: JavaScript, Lua, Rust, and more!
- Famous Games made with Godot:
 - Brotato
 - Cassette Beasts
 - Dome Keeper
- Named after the play *Waiting for Godot*

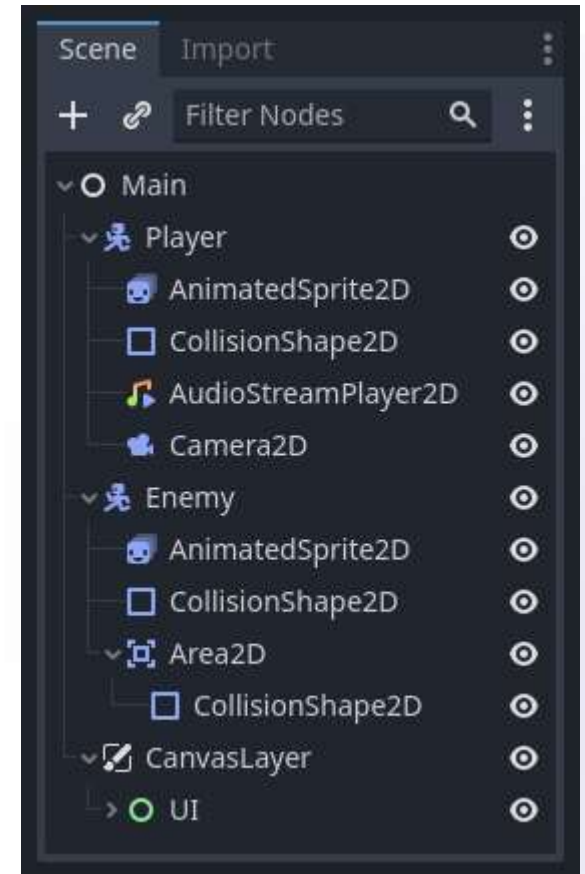
Unity -> Godot Terminology

Unity

- Scene
- Prefab
- GameObject
- Component

Godot

- Scene
- Scene
- Node
- Node



RELEASED

Mikeware.GoDotNet.BlankTemplate

- Simple dotnet new template
- VS Code and Visual Studio Support
- Tested with Godot 4.x on Windows

<https://github.com/Mikeware/GoDotNet.BlankTemplate>

Go Go Gadget Godot!

<https://godotengine.org/>



Thanks!



Student Zone Repository

<https://aka.ms/netconf23/studentrepo>

Foundational C# Certification

<https://aka.ms/csharp-certification>

.NET Beginner Videos

<https://aka.ms/dotnetvideos>

Watch .NET Conf, November 14-16

<https://aka.ms/dotnetconf23-studentzone>