Super-charging content production with Godot addons

Building a pipeline to predictable produce game content.

The Dream Game Problem

Start with audience question: "Who here has failed at least one dream game project?"

A graph

Things that go wrong: the ramp of happiness → the valley of despair

Production Point Principle

Production Point Principle (by HeartBeast)

Predictability

Create predictability by reproducible processes

Join the ecosystem

Godot addons to the rescue!