

# Software suggestions for the development of the game

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I've listed the options (open source) I've found on the internet to develop 2D RPGs games

[The selection of the software is crucial.](#) The following questions should be solved:

1. Does it allow including graphics?
2. Is the program light and portable?
3. Does it allow us to include music files?
4. Do we have enough documentation and examples in case we cannot continue?

## 1 Godot

**Runs on:** Windows, Linux and Mac. **Website:** Godot. **YouTube Chanel:** YouTube chanel.

**TODO:** Fill the table with the advantages and disadvantages

Advantages	Disadvantages
1	1
2	2
3	3
...	...

## 2 EasyRPG

**Runs:** Windows, Linux and Mac. **Website:** EasyRPG No YouTube Chanel but there is a forum with questions and answers.

**TODO:** Fill the table with the advantages and disadvantages

Advantages	Disadvantages
1	1
2	2
3	3
...	...

### 3 Open RPG maker

**Runs:** Windows, Linux and Mac. **Website:** Open RPG maker. **YouTube**

**Chanel:** YouTube chanel.

**TODO:** Fill the table with the advantages and disadvantages

Advantages	Disadvantages
1	1
2	2
3	3
...	...