

# Godot Engine

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

After quickly exploring Godot Engine, I've decided that Godot has the features needed to continue developing the game.

Among its advantages it includes:

1. It has its own graphical environment plus the possibility to add animations from Blender.
2. It could be easily ported to multiple OS (Windows, Linux, Mac, Android, Web, etc.).
3. It allows using different programming languages, moreover, it has its own programming language GDScript.
4. It has enough documentation, webpages and community to develop our ideas.

## TODO list:

- Make the GDScript tutorial, it is in English and Spanish.
- Quick review of the documentation.
- Download/Install Godot Engine on your OS.