Installing Godot Game Engine and Navigating the Editor

1. Answer the following questions based on the lesson and your own exploration of the Godot game engine:

a. What is the purpose of a game engine in game development?

b. Where can you find the official Godot website?

c. Explain the steps involved in installing the Godot game engine on your computer.

d. Name and briefly describe three panels or tools available in the Godot editor.

e. How can you create a new project using the Godot Project Manager?

2. True or False: The Godot game engine requires additional software to be installed before it can be used. (Circle the correct answer)

3. Match the following terms with their definitions:

a. Godot Project Manager

b. Godot editor

c. System requirements

d. Interface

Definitions:

i. The minimum hardware and software specifications needed to run the Godot game engine.

ii. The graphical user interface where you can create and edit games in Godot.

iii. The tool used to create and manage projects in Godot.

iv. The point of interaction between the user and the Godot game engine.