

# TEACHING GODOT ENGINE

## *LEARNING EXPERIENCE DESIGN*

GODOTCON 2021

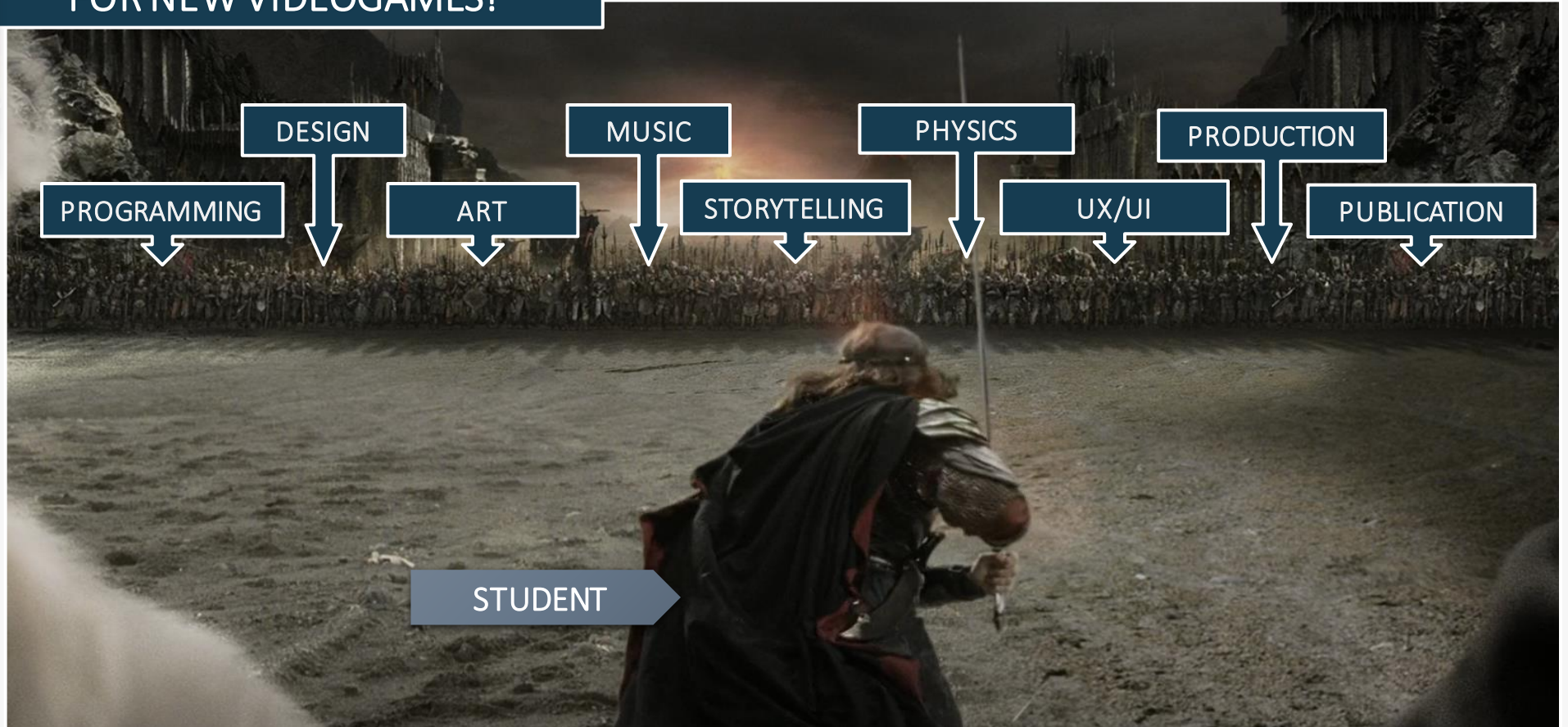


Gaston Caminiti

- ☐ Presentation
- ☐ LXD & game development
- ☐ Why teach Godot Engine?
- ☐ Curriculum & Godot Engine
- ☐ Our experience
- ☐ Questions



FOR NEW VIDEOGAMES!





*Experience*



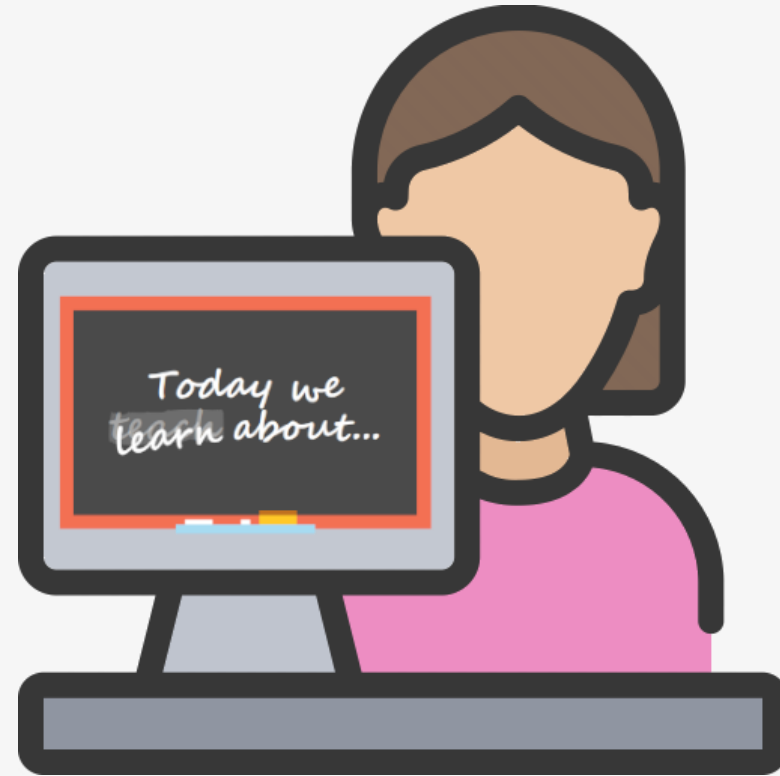
*Challenge*



*Design*

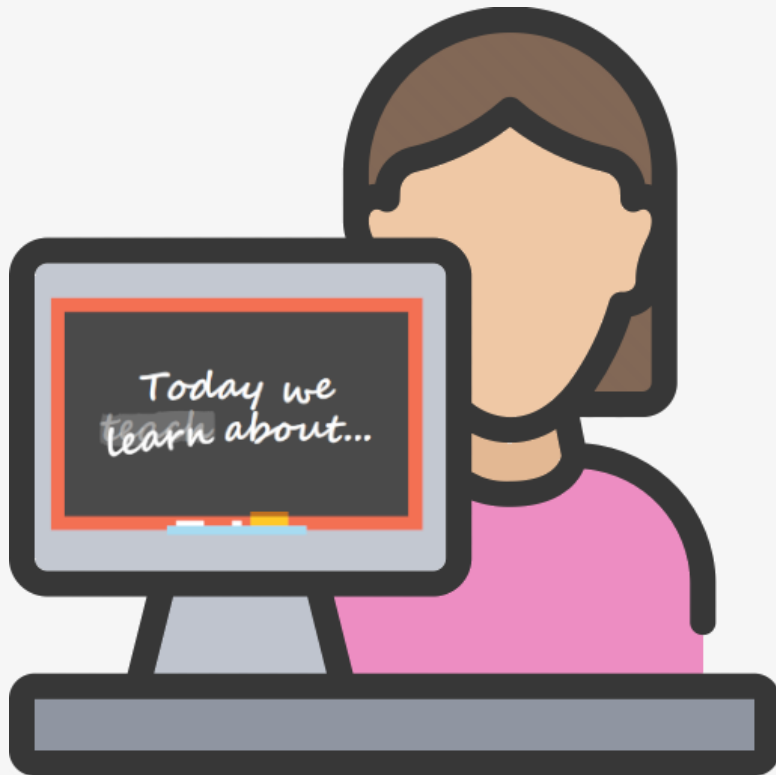


Game Design



LX Desing





## LEARNING EXPERIENCE DESIGN

**DESIGN**

**GOAL**

**LEARNING**

**INTERACTION**

# Why teach Godot Engine?

GODOTCON2021



**Free and Open Source Software**

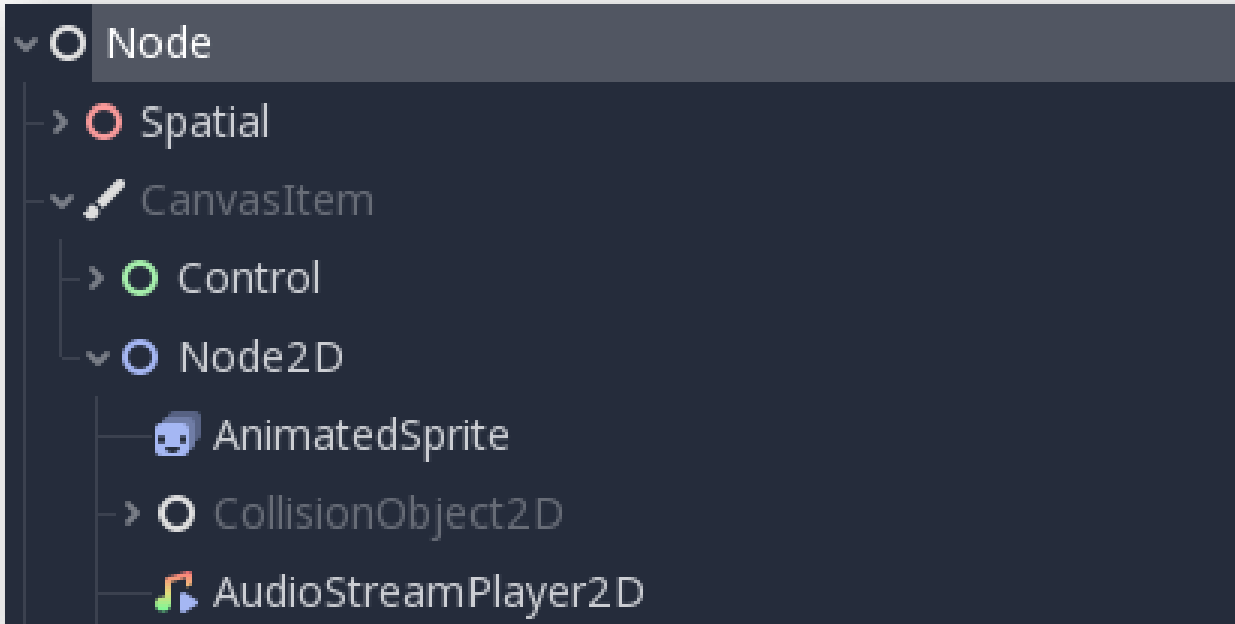
**Development Approach**

**Low Requirements and Multiplatform**

**Community and Resources**



## NODE CHARACTERISTICS



In Godot *everything tends to Node*, are the pieces of any element to be created in the game

### PATTERN

*Responsibility and Combination*

### HERITAGE

*OOP approach*

### STORAGE

*Saved in scenes*

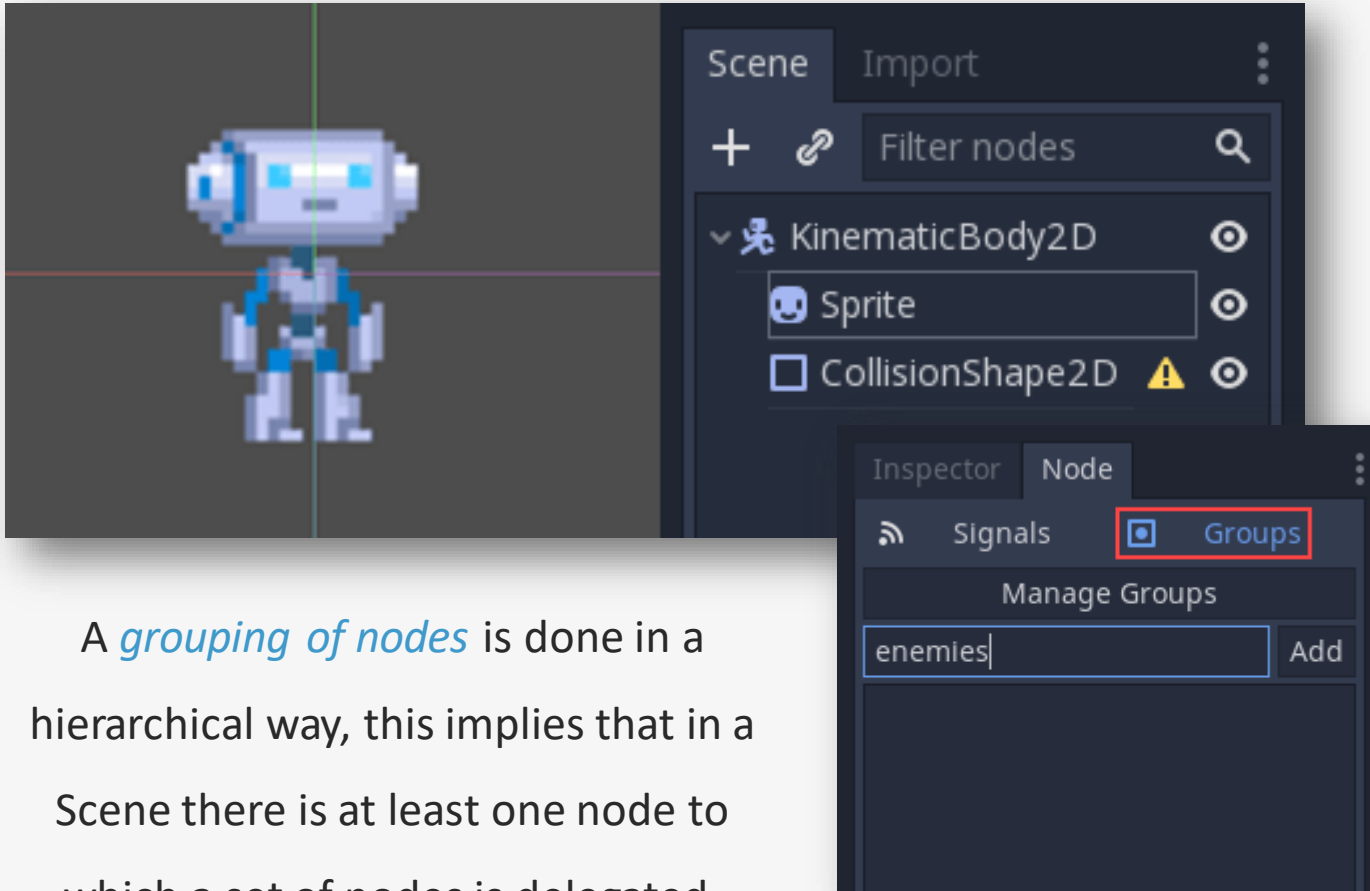
### EXTENSIBLE

*Create own nodes*





## CARACTERÍSTICAS DE LAS JERARQUÍAS Y GRUPOS



A *grouping of nodes* is done in a hierarchical way, this implies that in a Scene there is at least one node to which a set of nodes is delegated.

### GROUPS

*Behavioral identification*

### SUBORDINATION

*Parent/Child Relationship*

### HIGHER ORDER

*SceneTree*

### BRANCH

*Segment a hierarchy*



## CARACTERÍSTICAS DE LAS SEÑALES

### PATTERN

*Observer*

### HERITAGE

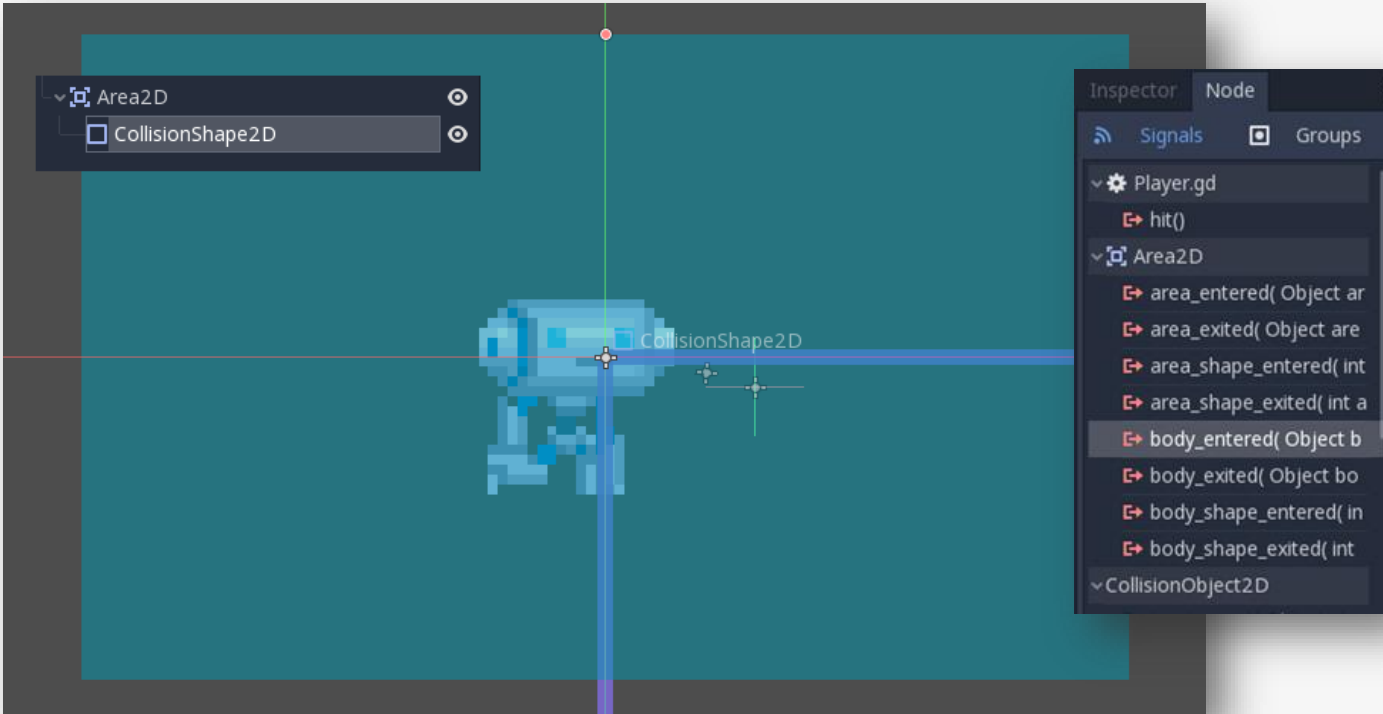
*Common signals*

### DEDICATED

*State management*

### EXTENSIBLE

*Create own signals*



In this way of *communicating nodes*, a node emits a signal in response to an event and the receiver executes a behavior.

## CARACTERÍSTICAS DE LAS INTERFACES



A group of *nodes called control* nodes is available for interface development.

### PATTERN

*Working with nodes*

### RESOLUTION

*Multi-resolution adjustment*

### LAYERS

*Visibility order*

### CONTAINERS

*Complex User Interfaces*



**CURSO  
DESARROLLO DE VIDEOJUEGOS  
DE PLATAFORMA 2D CON  
GODOT ENGINE**

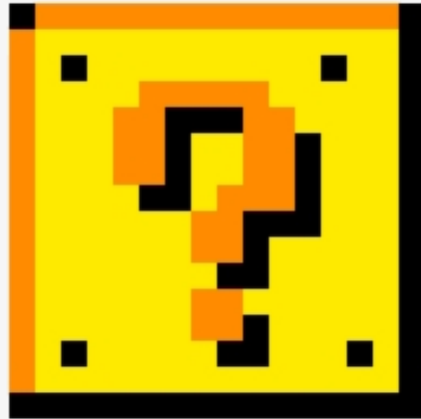
**DISERTANTE:  
PROF. GASTÓN CAMINITI.**

## **Desarrollo de videojuegos de plataforma 2D con Godot Engine**

**FCYT**  
FACULTAD  
DE CIENCIA  
Y TECNOLOGÍA  
UADER

SEDE CONCEPCIÓN DEL URUGUAY

FCYT\_EXTENSIONCDELU@UADER.EDU.AR



## IEEE R9 GTC INITIATIVES

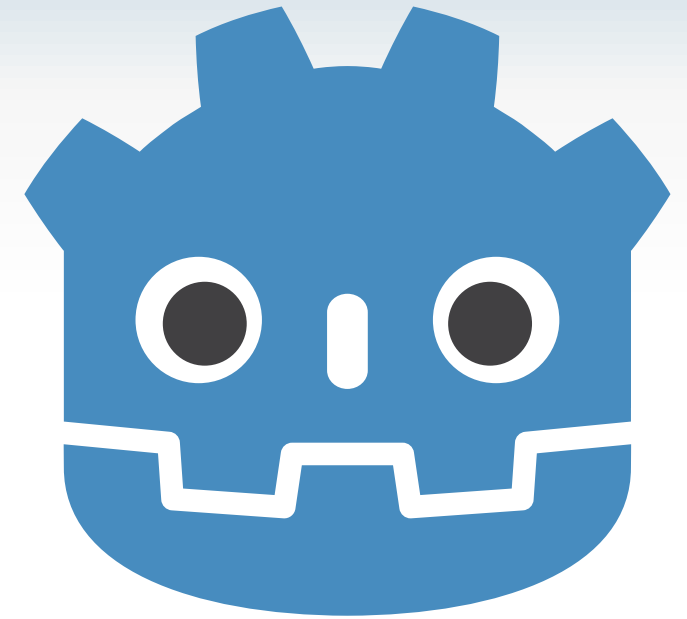
- [GODOT ENGINE SERIES](#)
- [PLATFORGODOT](#)
- [CURSO GODOT ENGINE GTC-UADER](#)
- [WEBINARS GODOT ENGINE](#)

## SPEAKER

*GASTON CAMINITI*  
**[gastoncaminiti.tech](http://gastoncaminiti.tech)**

# ¡THANKS FOR PARTICIPATING!

## GODOTCON 2021



Gaston Caminiti