

Installation Instructions

Godot



Godot Engine is free and open source software released under the permissive MIT license. It is cross-platform 2D and 3D game engine developing by Godot Engine Community.

1. Click the [link](#).
2. Choose your platform (OS) - Windows, macOS, or Linux, its up-to-date version and download setup file.



Up-to-date Godot version setup

Windows installation

3. After the file is downloaded, choose Downloads folder in your browser, extract and run. Godot is self-contained and does not require installation:



Godot_v3.4-stable_win64.exe.zip

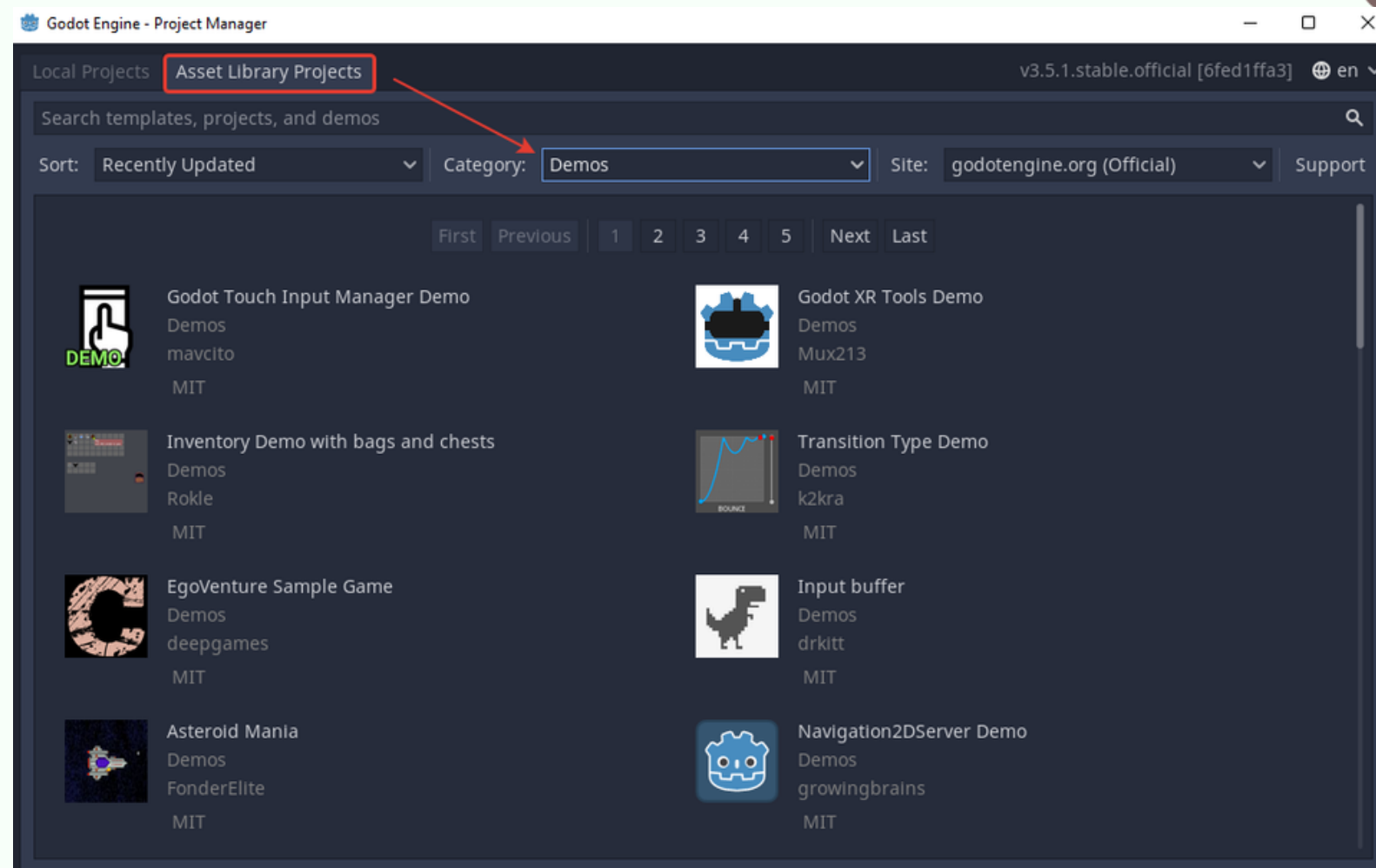
37,0 MB

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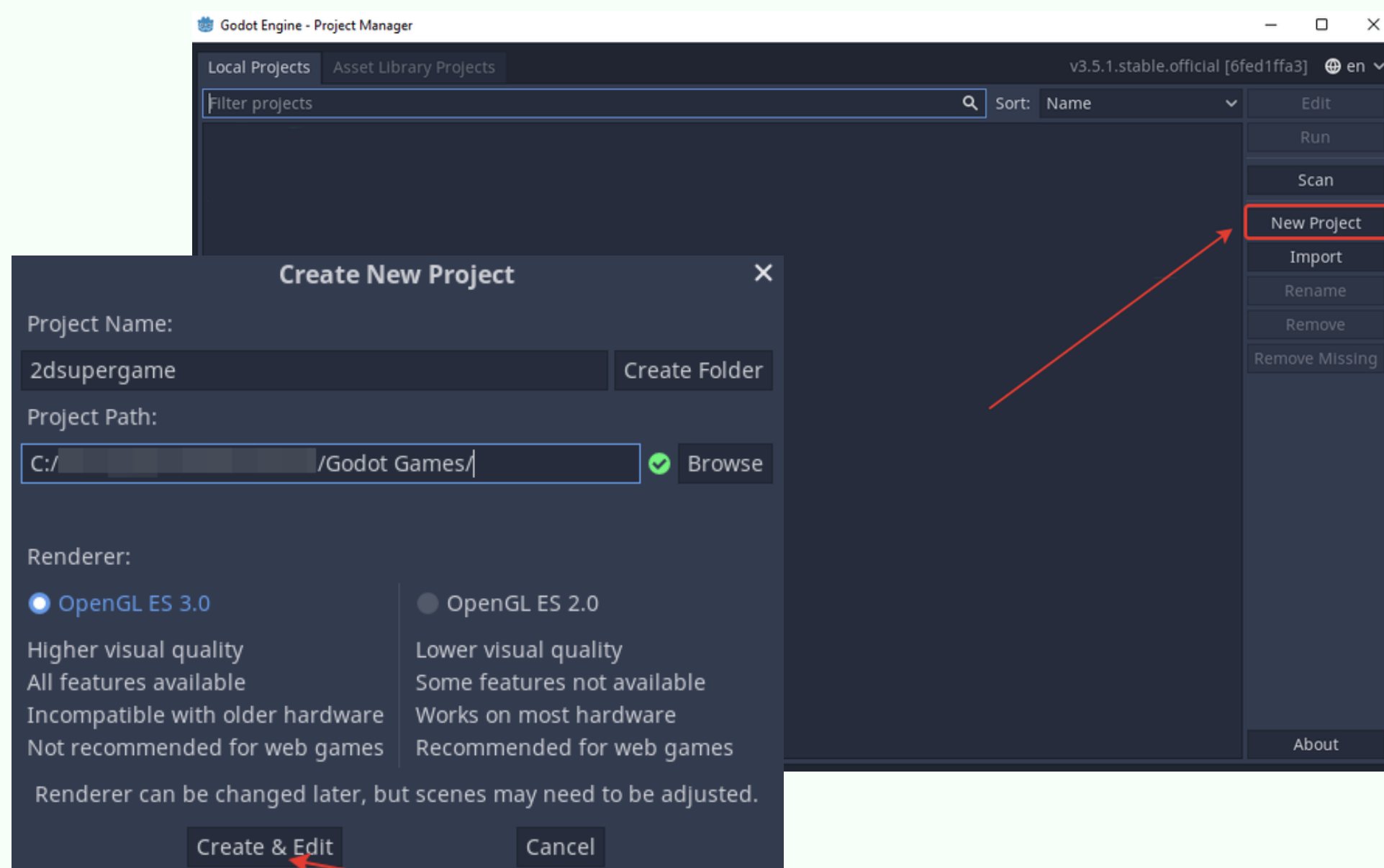
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4. Look at the official project examples at the Asset Library Projects.
5. Choose the interesting project and download it.



6. To create your project, select the New Project section in the main menu. In the window that opens, enter the name of the project and specify the path to the folder where the project will be stored. Please choose an empty folder or create the new one.



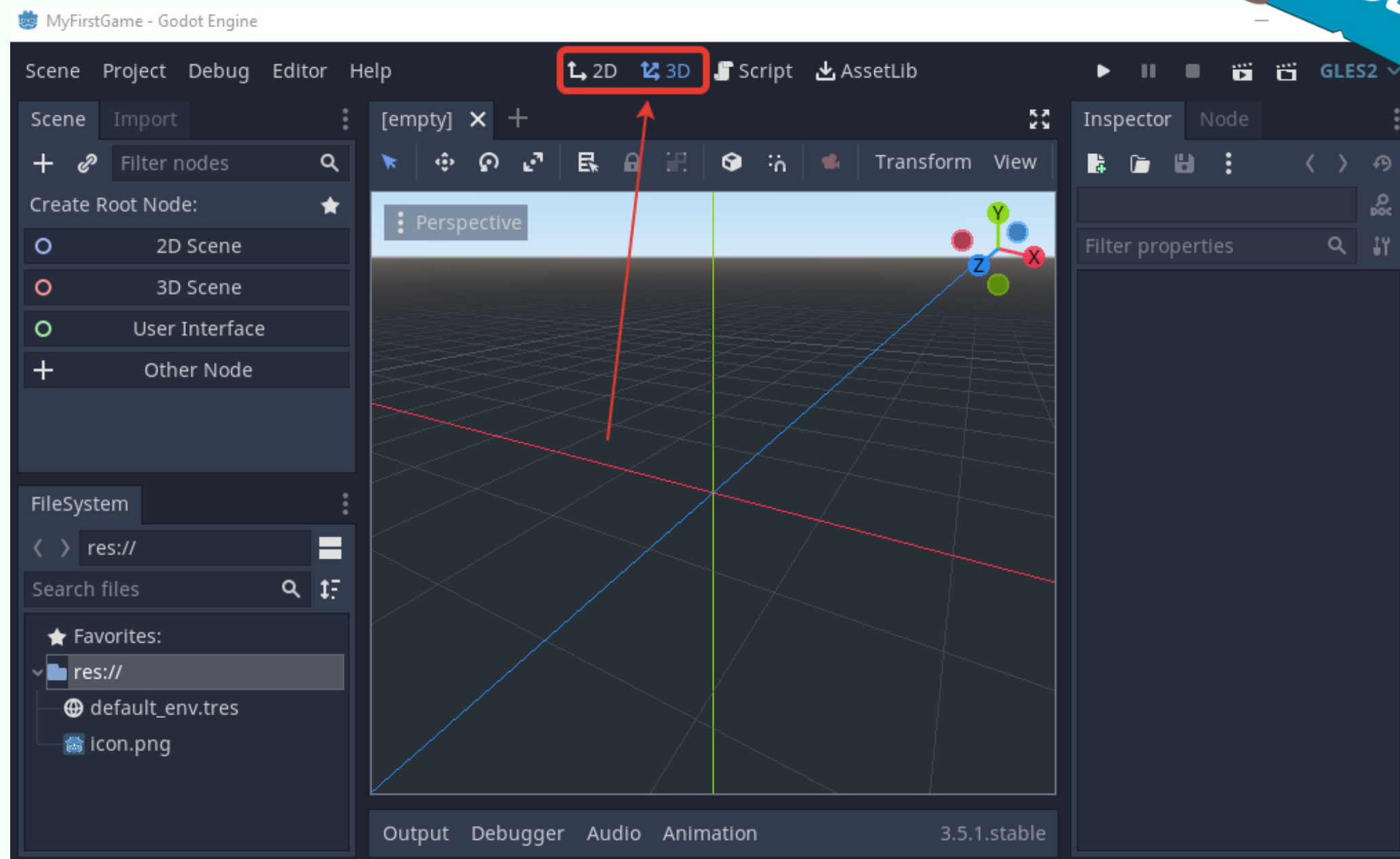
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Godot Installation Instructions

An editor window opens in front of you.
The program is ready to work.



Congratulations! The Godot is installed, and you are ready to develop games and become a real professional in GameDev!

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