July's GODOTCON 2021

Saturday, 3rd of July

Timezone: Greenwich Mean Time

14:00 - 14:00	**Welcome**
	Juan Linietsky
	Welcome to the atendees at GodotCon 2021

Careful with Summer Timezones :)

14:00 - 14:20	**Building a community with Godot Engine**
	Miguel Gonzalez Sanchez
	I built many games in my life but none of them got as successful as my latest game endeavor called 'cave', which made it to the front page of itch.io for a short time! It started as an idea to try out a game engine, then became a prototype to learn Godot Engine is now on its way, becoming a fully-fledged game!

14:20 - 14:45	**Methods for Cloud-based Game Backends with Firebase**
	Kyle Szklenski
	There are many ways to implement game backends. This talk will discuss aspects of my Godot Firebase plugin (briefly), but also the actual methods I've used in order to create game backends already using this plugin. This will include several patterns and tips and tricks, as well as common problems and security issues that arise.

14:45 - 15:15	**VFX in Godot: A crash course**
	Ilaria Cislaghi
	Particles and VFX are very intimidating for a huge number of people .I want to share some tips and tricks about some basic artistic concepts behind VFX, and how to assemble them in Godot.

15:15 - 15:40	**Animation Trees with Clojure? Godot Meets Functional Programming!**
	Josep Sanchez Ferreres
	Animation trees are a great tool in Godot: Allowing users to compose their animation clips using an intuitive visual programming interface. But when projects grow and the amount of actions a character needs to do increases, the visual interface of AnimationTrees can fall short in helping encapsulate the complexity. In this talk, I will present the solution I found to this problem in my game. A DSL based on the Clojure programming language that compiles down to GDScript and enhances AnimationTrees with several advanced features. During the talk, we will go over how animation tree nodes relate to functional programming constructs and how embracing their functional roots allows for better composability. Throughout this, we will also use a character from my game (The Process) to show in practice how I use this DSL to interactively build a complex animation tree in a very short time.

15:40 - 16:20	**Flash Talks**
	In this section, we will see some shorter talks about a variety of topics. Some games with interesting features, and some technical tools and news.

Trying to make a 3D racing game with Godot - My experience so far making TrackMaster

Marcos Saito de Paula

1. Setting a custom solution for physics based vehicles with 6DOF joints and motors, acting as vehicle engine and wheel behaviour. And how this knowledge can translate to other uses.
2. Isolating physics problems in the game: know how to solve them, or when to just use a workaround.
3. Using CC0 3D models from around the web and using FOSS only softwares in the development cycle.
4. Making 3D split-screen games using Godot.
5. Playtesting and having fun: implement a photo mode, slow motion and different cameras, to spot weird physics behaviours and as a way to be proud of what you've done (it's important for motivation)!

Learning to Code with the Godot Game Engine

Nathan Lovato

A new tool and complete open-source course to teach programming to begginers using Godot Engine.

Making of BLASTRONAUT – co-op mining game in a procedurally generated world

Jaanus Jaggo

A quick peek behind the scenes of Blastronaut, an explosive exploration and mining game.

Octahedrone: Syncing Dimensions

Tim Krief

Octahedrone is an upcoming 3D game featuring a novel and challenging input system and a traditional third person story mode. Godot can enable you to implement any kind of system, both traditional ones and unconventional ones. I'll be showing off the most interesting aspects of the game from a Godot user perspective, giving details about the implementation when needed and I'll be happy to answer questions about it.

RhythmMMO

Lily (PachiDev)

Design decisions, gameplay, asset pipeline and everything around RythmMMO, a sandbox MMO with rythm gamplay!

Outrun Chase - An outrun themed, artistic, racing and shooting game

Angad Kambli

Check out Outrun Chase, a stylized high speed racing and fighting game developed by a group of students.

16:20 - 16:45	**Making an open source game studio**

Andre Stackhouse

In this talk we are going to discuss what it would mean to create a video game studio that is "open source" not just in the technical sense, but also in the sense of embodying the philosophical values at the heart of the open source movement. Would the games have to be free? Could such an idea sustain a business? We are making New Noise Works to answer those questions. We are building a new kind of game studio and announcing our first major project, an open source game built on an open source stack - Godot + Nakama!

16:45 - 17:05	**Godot 4's Decal node explained**

Hugo Locurcio

Overview of the new Decal node in the upcoming Godot 4.0. Quick glance at it's implementation and many creative uses for it.

17:05 - 17:30	**Using Godot resources to build card effects in a card game**

Ilia Kuznetcov

Designing a system to load complex game effects is sometimes harder than inventing effects themselves. But it's possible to use Godot to make the design straight-forward (and easier than big JSON database). I will show you 3 different approaches that can help you tackle this problem.

17:30 - 18:00	**Trophix - A realtime ecosystem middleware for Godot**

Michael Zöller

Dive into Trophix, a system based on scientific ecosystem modelling in biology for ecosystem simulation s in realtime games. Find out how Docker is used to find stable ecosysem parameters and learn about a real-world use case in the game COYOTE.