



Pick up Gamedev From Zero With Godot 4

Finally become a game developer!

- ✓ Level 0 – No previous knowledge required
- ✓ 60 day "no questions asked" refund policy
- ✓ Lifetime access

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EARLY ACCESS
JAN 30, 2024



GODOT VERSION
Latest (Godot 4+)



DURATION
Self-paced



LANGUAGE
English



PREREQUISITES
None

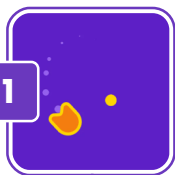
Important Notice:

Throughout Early Access, this outline is provided for reference only. It remains subject to modification based on user feedback and other factors.

ETAs are provided for reference only. Real completion times highly depend on study style and structure.

Course content: 10 modules featuring GDQuest Edtech:

- ✓ **GDSchool:** GDQuest's unique, integrated learning platform dedicated to gamedev education. GDSchool is packed with interactive tools, study guides, glossary terms, code references, quizzes and practices integrating lessons and in-Godot practices.
- ✓ **GDPractice:** Gamedev exercises validated directly in the Godot editor using GDQuest's Live Testing Panel.
- ✓ **GDTour:** In-Godot wizards providing step-by-step interactive GDQuest tutorials with live validation.



Module 1. Introduction

ETA: 30 min – 1 hr

Get to know GDQuest's gamedev teaching method.

Understand what to expect from the course and how to get set up to start learning and becoming productive.

Gamedev concepts: Effective learning habits, the programmer mindset.

✓ **GDSchool**



Module 2. Get to know Godot

ETA: 1 – 2 hrs

Get familiar with the Godot editor UI with a series of interactive tours that guide you as you explore an existing game project and assemble your first game from pre-made parts. The game you assemble is a simplified version of the course's final game project!

Gamedev concepts: Introduction to the editor UI and essential elements of the gamedev workflow in the Godot engine.

✓ **GDTour** ✓ **GDSchool**



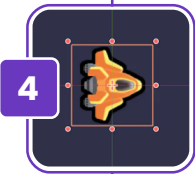
Module 3. Learn GDScript

ETA: 10 – 15 hrs

Learn programming and GDScript basics using GDQuest's tried and tested interactive app with 27 lessons and dozens of validated exercises and practices.

Gamedev concepts: Foundations of programming for gamedev.

✓ [Learn GDScript app](#)



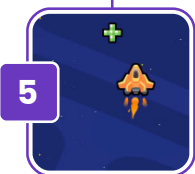
Module 4. To Space and Beyond

ETA: 4 – 6 hrs

Create your first scene from scratch, and design a ship that responds to player input, with a top-down view. Start using the Godot editor freely without the constraints of the guided tour.

Gamedev concepts: Player inputs, moving a sprite on screen, rotating a sprite in the direction of input, code time-limited boosts and use timers and signals, create steering behaviors.

✓ [GDSchool](#) ✓ [GDPractice](#)



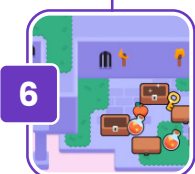
Module 5. Let There Be Loot

ETA: 4 – 6 hrs

Create a health bar and code collectibles like coins and health packs that the ship from the previous module can collect.

Gamedev concepts: Normalized player inputs, simple use of physics areas and collision shapes, creating and instancing scenes in the editor, creating simple tweens/animations, using the remote scene tree to visualize nodes in the running game. Builds upon the previous module.

✓ [GDSchool](#) ✓ [GDPractice](#)



Module 6. Loot it All

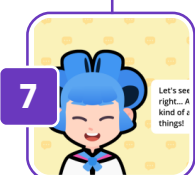
ETA: 5 – 8 hrs

Build upon the collectibles created in the previous part.

Create a chest that, upon receiving user input, spawns multiple collectibles.

Gamedev concepts: Using areas and input together to interact with game entities, creating scene instances dynamically, spawning objects in the game world, creating advanced tweens, generating random numbers.

✓ [GDSchool](#) ✓ [GDPractice](#)



Module 7. Tell a Story

ETA: 6 – 10 hrs

Code a linear dialogue as the intro cutscene of a game. Work your way from having a single character tell a story in a monologue to having a conversation between two characters.

Gamedev concepts: Using arrays and dictionaries, using dictionary lookups, looping through an array of dictionaries, using buttons for input, keeping track of an index value, playing sound, designing interfaces with control nodes, anchors and containers.

✓ [GDSchool](#) ✓ [GDPractice](#)



8

Module 8. Start a Dialog

ETA: 5 – 8 hrs

Code a branching dialogue system that supports different outcomes based on player choices. Use custom resources to encode the dialogue in a well structured object that can be saved to disk.

Gamedev concepts: Branching dialogues, inheritance, further applications of arrays and dictionaries, intro to data structures, intro to resources, designing common game UI screens.

✓ [GDSchool](#) ✓ [Godot Practices](#)



9

Module 9. Top Down Movement

ETA: 8 – 12 hrs

Code a top-down character that can move in 4 or 8 directions, with changing sprite frames.

Gamedev concepts: Making things bump with physics, moving a character with inertia, using raycasts, changing sprite frames, coding a basic AI that avoids obstacles, managing the gameplay loop with reset and pause, using CollisionPolygon2D, controlling drawing layers with y-sort.

✓ [GDSchool](#) ✓ [GDPractice](#)



10

Module 10. Path of Sorcerers. Final Project: Top-Down Movement

ETA: 8 – 16 hrs

Integrate all that you've learned in a final game project that you can export and publish.

Gamedev concepts: Introduction to project planning and level design, using a scene and a resource to create composable items, creating weapons that shoot bullets, making weapons usable by player and enemies, exporting and publishing a game, introduction to licenses.

✓ [GDSchool](#) ✓ [GDPractice](#)



10b

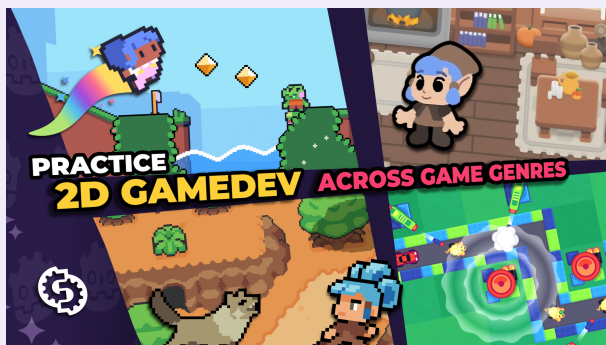
Bonus Module 10b. Path of Sorcerers – Extended

ETA: 2 – 3 hrs

Take on challenges and extend your final game project by creating additional weapons, a shooting mob, an NPC the player can speak to, and a pause and options menu.

Gamedev concepts: Coding charged attacks, coding energy recharge over time, making an interaction trigger a dialogue, creating a navigatable UI, intro to audio buses.

✓ [GDSchool](#) ✓ [GDPractice](#)



Practice 2D Gamedev Across Game Genres

Make real games with your new skills!

- ✓ Level 1 – Builds on Level 0: Gamedev Foundations
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- ✓ Lifetime access

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