

Getting Started with Godot

Before jumping into VR, you should get yourself acquainted with the engine and how things work. Godot utilizes a node-based design for its objects, similar to Unity's game objects, except everything is its own node.

Godot also has its own scripting language, GDScript, which is similar to python. Most of the tutorials, guides, and resources you find online will make use of GDScript.

There is also support for C# which I recommend for speed, design-scripting, similarities to Unity, and access to the .NET ecosystem. The C# community within Godot is growing fast as well. Many tutorials here on the wiki utilize C#.

Documentation

<https://docs.godotengine.org/en/stable/index.html>

Overview of Godot's key concepts

https://docs.godotengine.org/en/stable/getting_started/introduction/key_concepts_overview.html#scenes

Your first 3D game

https://docs.godotengine.org/en/stable/getting_started/first_3d_game/index.html

Additional Resources

[How to make a Video Game - Brackeys](#)

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