

# 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 system, similar to Unity except everything is its own node.

Godot also has its own scripting language, GDScript, which is very 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 both speed and consistency with the similarities with Unity. The C# community within Godot is growing fast as well.

## 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](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](https://docs.godotengine.org/en/stable/getting_started/first_3d_game/index.html)

## Additional Resources

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

---

Revision #3

Created 7 November 2023 15:22:53 by BaggoNotes

Updated 5 March 2025 14:57:51 by Wes