Mindluster Platform

About the course Weitere Godot

Linietsky stated in a presentation that the name "Godot" was chosen due to its relation to Samuel Beckett's play Waiting for Godot, as it represents the never-ending wish of adding new features in the engine, which would get it closer to an exhaustive product, but never will.

Programming Category's Courses

Course Lesson(10)

Lesson 1 : **Godot Tutorial Deutsch KinematicBody2D und StaticBody2D**

Lesson 2 : **Vektor Mathematik EinfÃ¼hrung fÃ¼r Spiele Entwickler**

Lesson 3 : **Vektoren Beispiele in Godot**

Lesson 4 : **Godot Tutorial Deutsch Timer**

Lesson 5 : **Godot Tutorial Deutsch Kollisionsabfragen**

Lesson 6 : **Godot Tutorial Deutsch Kameras Camera2D**

Lesson 7 : **Godot Tutorial Deutsch Animationen erstellen**

Lesson 8 : **Godot Tutorial Deutsch Der AnimationPlayer Node**

Lesson 9 : **Godot Tutorial Deutsch Area2D und Signale**

Lesson 10 : **Godot Tutorial Deutsch Member per Code ansprechen**

Related courses

React Projects Workshops

Node js back end JavaScript

Python programming language

Social Network Theme UI With Sass

Full Stack React Django

Build a Node js App With Sequelize

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