



Advantages of Open Source in GameDev

A comparison of Godot vs commercial alternatives

Advantages of Open Source

- Traditional software industry prefers Open Source tools.
- Game industry is trailing behind, due to the traditional high secrecy on technology, hardware and hardware constraints.
- The trend is slowly shifting.



Open and Transparent

GODOT

- Codebase is well organized and easy to understand.
- Code access is a bliss for experienced developers.



COMMERCIAL

- Codebase is closed, engine is a black box
- Sometimes code is available (with restrictions), but development is still not public.



More development resources

GODOT

- The more complex the project, the more you benefit from source access.
- Several developers who understand the engine internals will be glad to help.



COMMERCIAL

- The more complex the project, the less resources are found.
- Trying to work around problems results in a reduction of game quality or an increase in development time.



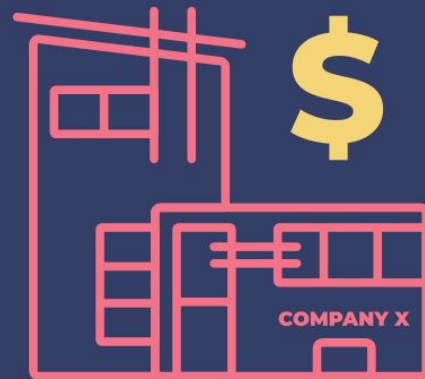
Better Support

GODOT

- If paid support is required, Godot has dozens of developers with deep knowledge of the code base.
- Contributions of new features will most likely be added to the engine.

COMMERCIAL

- Only the company making the engine has deep knowledge of the codebase. Support is very costly.
- New features or improvements will need to be maintained separately.



More sensible core features

GODOT

- Most commonly used features are provided out of the box, and integrated to the core engine.
- Less often used features are provided via asset library, for free.



COMMERCIAL

- Core engine features missing because of the business model. Need to be purchased from third parties.
- Not always updated to the latest version and no official support.



Completely free, as if it was yours

GODOT

- Godot is developed under the very permissive MIT license.
- Use it as if it was your own in-house engine.
- Of course, no fees or revenue share.



COMMERCIAL

- Free binary blob, pay to remove splash or change editor theme.
- Pay a high price for source code that few developers understand.
- Pay for a sizable % of your income.



Risk-free

GODOT

- Godot has more than 550 contributors and dozens of core developers.
- Once popular, open source projects live forever, and only keep getting better over time.



COMMERCIAL

- Even widely popular technologies are discontinued or development stalled if they are not profitable or their market stops growing.
- Flash, XNA, Parse, etc.



No strings attached

GODOT

- Godot users and developers all benefit equally of each other's contributions.
- We want to focus on making great games, so let's solve our technology needs together.



COMMERCIAL

- The profit of a company making technology is more important than your game.
- No consensus exists, engine direction is dictated behind closed doors.



Let's do this together!

Check out the website for more information.

godotengine.org