Wednesday, 16 October 2019

9:00 - 9:30 – Coffee, getting to know each other

9:30 – 9:45 – Welcome speech, brief on schedule, facilities, lunch. Warmup. | Rémi Verschelde (15 min)

9:45 – 10:15 – **Talk:** *GDScript coding guidelines at GDQuest* | Răzvan Cosmin Rădulescu (20 min)

10:15 – 11:00 – **Talk:** *Trip the Ark Fantastic* | Aleksandar Gavrilović (40 min)

11:00 – 11:20 – Break

11:20 – 11:45 – **Demo:** *My first PR – how to start contributing to Godot* | Tomasz Chabora (25 min)

11:45 – 12:30 – **Talk:** *Practical music composition for video games* | Pedro J. Estébanez (45 min)

12:30 – 13:30 – Lunch break, games playtesting

13:30 – 14:30 – **Demo:** *Diving into the Vulkan: Presentation and demo of the Godot 4.0 rendering backend* | Juan Linietsky (1 h)

14:30 – 15:00 – **Talk:** *Creating open games together with Godot* | Nathan Lovato (20 min)

15:00 – 15:30 – Break

15:30 – 16:00 – **Talk:** *Using Godot for economic simulation and agent-based modelling* | Jeremiah Lasquety-Reyes (30 min)

16:00 – 17:00 – **Showcase:** Everyone is invited to demo their game (trailer, gameplay, peek into interesting scenes, cool plugins or tricks, etc.) or engine features they are working on (PRs, either pending or recently merged)

Thursday, 17 October 2019

9:00 - 9:30 – Coffee

9:30 – 10:00 – **Talk:** *Implementing game programming patterns in Godot* | Giovanny Beltrán (30 min)

10:00 – 11:00 – **Demo:** *Enhance your Godot game with PBD based soft bodies* | Leszek Nowak (1 h)

11:00 – 11:30 – Break

11:30 – 12:00 – **Talk:** *WebRTC: Low-latency, encrypted, peer-to-peer multiplayer for Godot Engine* | Fabio Alessandrelli (30 min)

12:00 – 12:30 – **Demo:** *Character rigging using Skeleton2D* | Matejs Balodis (30 min)

12:30 – 13:30 – Lunch break, games playtesting

13:30 – 14:00 – **Talk:** *GPU procedural map generation in Godot* | Paweł Mogila (30 min)

14:00 – 14:30 – **Talk:** Return of experience from professional studios using Godot | Hein-Pieter van Braam-Stewart (30 min)

14:30 – 15:00 – **Discussion:** *Open game with Godot + Blender* | Everyone (30 min)

15:00 – 15:30 – Break

15:30 – 16:00 – **Discussion:** *Onboarding new users, improving the first time user experience* | Everyone (30 min)

16:00 – 17:00 – **Showcase:** Everyone is invited to demo their game (trailer, gameplay, peek into interesting scenes, cool plugins or tricks, etc.) or engine features they are working on (PRs, either pending or recently merged)