<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>14:00 - 14:00</td>
<td>Welcome</td>
</tr>
<tr>
<td>14:00 - 14:20</td>
<td>Building a community with Godot Engine</td>
</tr>
<tr>
<td>14:20 - 14:45</td>
<td>Methods for Cloud-based Game Backends with Firebase</td>
</tr>
<tr>
<td>14:45 - 15:15</td>
<td>VFX in Godot: A crash course</td>
</tr>
<tr>
<td>15:15 - 15:40</td>
<td>Animation Trees with Clojure? Codot Meets Functional Programming!</td>
</tr>
<tr>
<td>15:40 - 16:20</td>
<td>Flash Talks</td>
</tr>
</tbody>
</table>

**Trying to make a 3D racing game with Godot - My experience so far making TrackMaster**

Marcos Salto de Paula
1. Setting a custom solution for physics based vehicles with 6DOF joints and motors, acting as vehicle engine and wheel behaviour. And how this knowledge can translate to other uses.
2. Isolating physics problems in the game: know how to solve them, or when to just use a workaround.
3. Using CCG 3D models from around the web and using FGSS only softwares in the development cycle.
5. Playtesting and having fun: implement a photo mode, slow motion and different cameras, to spot weird physics behaviours and as a way to be proud of what you've done (it's important for motivation).

**Learning to Code with the Godot Game Engine**

Nathan Lovato
A new tool and complete open-source course to teach programming to beginners using Godot Engine.

**Making of BLASTRONAUT – co-op mining game in a procedurally generated world**

Jaanus Jaggo
A quick peek behind the scenes of Blastronaut, an explosive exploration and mining game.
Octahedrone: Syncing Dimensions

Tim Krief
Octahedrone is an upcoming 3D game featuring a novel and challenging input system and a traditional third person story mode. Godot can enable you to implement any kind of system, both traditional ones and unconventional ones. I'll be showing off the most interesting aspects of the game from a Godot user perspective, giving details about the implementation when needed and I'll be happy to answer questions about it.

RhythmMMO

Lily (PachiDev)
Design decisions, gameplay, asset pipeline and everything around RhythmMMO, a sandbox MMO with rhythm gameplay!

Outrun Chase - An outrun themed, artistic, racing and shooting game

Angad Kambil
Check out Outrun Chase, a stylized high speed racing and fighting game developed by a group of students.

16:20 - 16:45
Making an open source game studio

Andre Stackhouse
In this talk we are going to discuss what it would mean to create a video game studio that is "open source" not just in the technical sense, but also in the sense of embodying the philosophical values at the heart of the open source movement. Would the games have to be free? Could such an idea sustain a business? We are making New Noise Works to answer those questions. We are building a new kind of game studio and announcing our first major project, an open source game built on an open source stack - Godot + Nakama!

16:45 - 17:05
Godot 4’s Decal node explained

Hugo Locurcio
Overview of the new Decal node in the upcoming Godot 4.0. Quick glance at its implementation and many creative uses for it.

17:05 - 17:30
Using Godot resources to build card effects in a card game

Ilia Kuznetsov
Designing a system to load complex game effects is sometimes harder than inventing effects themselves. But it's possible to use Godot to make the design straight-forward (and easier than big JSON database). I will show you 3 different approaches that can help you tackle this problem.

17:30 - 18:00
Trophix - A realtime ecosystem middleware for Godot

Michael Zöller
Dive into Trophix, a system based on scientific ecosystem modelling in biology for ecosystem simulation in realtime games. Find out how Docker is used to find stable ecosystem parameters and learn about a real-world use case in the game COYOTE.