



Annual Report
2023

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Explanatory Note

This document was prepared in 2024 to look back on 2023. This was the first year of operation for the Godot Foundation, and it started operation part way through the year at that. Accordingly, this document may feel outdated and or lacking in content. Rest assured a report for 2024 will follow soon and subsequent years will be posted earlier in the year.

Godot's Graduation

When Godot was first open-sourced in 2014, it was a very small project mostly developed by Ariel Manzur and Juan Linietsky. Even after open-sourcing, contributions to Godot were almost exclusively made by volunteers. Over time, and to our surprise, many users expressed a wish to contribute financially to the project to speed up development.

Creating a foundation at the time would have been too costly and difficult, so we turned to Ton Roosendaal from the Blender Foundation for advice. Ton introduced us to the Software Freedom Conservancy (SFC), which is a non-profit organization centered around ethical technology located in New York.

The SFC was a fantastic fit for Godot. They work as a non-profit home for several high profile FOSS projects (such as [Git](#), [Samba](#), [Wine](#), etc) and they have tested and proven rules to ensure that donations are only used for the benefit of projects, as well as rules to avoid conflicts of interest. They allow open-source projects to grow and prosper and focus on their project while the SFC handles non-profit governance, accounting, and legal issues (including successfully walking back on Non Disclosure Agreements to ensure that all our work can happen in the open); essentially aggregating the work required for the operation of a not-for-profit organization.

Ariel and Juan signed a fiscal sponsorship agreement with the SFC, allowing them to receive donations on behalf of the project. They also managed the creation and growth of the Godot PLC (Project Leadership Committee), formed by some of the most veteran contributors at the time.

Thanks to the SFC, Godot was able to become what it is today as many of its most prominent contributors were able to work part or full time, paid by donations. We were also able to meet in person thanks to their excellent policies for travel and hosting reimbursement. Without this, many contributors would not have been able to make it to events. They have also masterfully negotiated large donation grants by companies, ensuring that anything signed is beneficial to the project.

In all, from the Godot project leadership, we are immensely thankful and proud to have been part of the Software Freedom Conservancy.

We joined the SFC when the project was still in its infancy and its needs were fairly limited. Godot then got many times larger, it started employing multiple people, and it had more complex needs and aspirations. Accordingly, it made sense to have the control, independence, and flexibility in managing funds of an organization that is solely focused on Godot.

For this reason, in 2022 the Godot Project Leadership Committee (the PLC) and the SFC agreed that it was time for the Godot project to leave its home at the SFC and form its own organization: the **Godot Foundation**.

The Godot Foundation was formed in August 2022, but only fully began operating in July 2023 when the SFC provided it with a grant of all the resources it had been holding under the fiscal sponsorship agreement.

Our mission

The Foundation's Mission is to financially support the growth, initiatives and activities of the Godot Engine project, an open-source project that provides a free suite of tools and educational materials around the Godot Engine.

The Foundation strives to help the Godot Engine continue to break down barriers to video game development and make it possible for everyone to create high quality video games, regardless of who they are and where they are located.

- Excerpts from a post by Juan Linietsky on the Godot Engine blog. Read the full version at: <https://godotengine.org/article/godots-graduation-godot-moves-to-a-new-foundation/>

The Godot Foundation Board

The Foundation's Board of Directors is composed of members from the former Project Leadership Committee (PLC), who previously guided Godot's governance and financial decisions with support from the Software Freedom Conservancy. This transition from the PLC to the Foundation's Board marks a formalization of our leadership structure, reinforcing stability and continuity in the stewardship of the Godot project.

Ariel Manzur

Ariel Manzur is the co-founder of Godot. He is also the founder of Lone Wolf Technology, and co-founder CTO of Ramatak Inc.

Bastiaan Olij

Bastiaan Olij has been developing graphics software since his teens. After a detour in business software he got involved with Godot when he started creating Virtual Reality projects in his spare time and decided to take on the challenge of adding VR support to the Godot engine. He now works full time on the Godot engine both as its XR lead and contributing to the rendering engine.

Clay John

Secretary

Clay John is a member of Godot's rendering team. In 2017 he started contributing first to Godot's documentation, then later to the engine itself. Currently he is employed by W4 Games.

George Marques

George Marques has been a contributor to the Godot Engine since 2015 and member of the PLC since 2017. Currently he is working full-time for the project and is responsible for the development of the GDScript language, while also helping in other areas such as GDExtension.

HP van Braam

Treasurer

HP van Braam is a seasoned member of the Godot community and a passionate advocate for open-source game development. Since 2017, HP has been actively contributing to the Godot project, eventually founding two successful Godot-related businesses, Prehensile Tales b.v and Ramatak Inc. In addition to their professional work, HP is also a member of the Godot Code of Conduct team and strongly believes in the importance of Godot in education, as many people start learning to program through game development.

Ilaria Cislaghi

Ilaria Cislaghi is a Godot user, and later contributor, whom focuses on Particles and VFX. She grew into the community first as a user and a helper for in-person events, and then as a member of the Code of Conduct group and a contributor to bugfixes and later particle features. Ilaria currently works at PrehensileTales as a Godot-specific VFX artist and manages the VFX and Shaders community both on discord and twitter.

Juan Linietsky

Juan is one of the co-creators of Godot and currently serves as its Technical Lead. Along with Ariel Manzur, he was instrumental in the development of Godot and continues to oversee its technical direction. In addition, Juan is a co-founder of W4 Games, where he is currently the CEO.

Julian Murgia

Chairperson

Julian Murgia started using Godot in 2015, first as a user, then as a small contributor to code and documentation. He was historically part of most real-world events organization around Godot Engine in Europe. As a passionate lover of both free and open-source software and game making, his personal involvement into Godot Engine PLC has never lowered ever since and carries on to Godot

Foundation, with the hope to continue the engine's growth and adoption throughout the world of game development.

Rémi Verschelde

Rémi Verschelde is a long-time free and open source software advocate, who came to the Godot project in 2015 with experience as a maintainer for the Mageia Linux distribution, and various open source games. He helped organize the contribution infrastructure and workflow (issue triage, PR review, release management, documentation, communication, etc.). Since 2018, he works full time as Project Manager & Maintainer of the Godot project. He is now also Co-Founder & COO of W4 Games, a company which develops products and services to strengthen the Godot ecosystem.

Godot Engine Highlights 2023

Godot Engine 4

We proudly released Godot 4.0 after more than three years of intensive development, including a complete core overhaul and a full rendering engine rewrite. This journey took us through 17 alphas, 17 betas, and 6 release candidates, culminating in a robust new foundation for the Godot engine. Godot 4.0 represents an extraordinary collaborative effort by our dedicated community of contributors and testers, laying the groundwork for a future filled with expanded capabilities and continuous growth. During 2023, we released Godot 4.1 and Godot 4.2, and started working on Godot 4.3.

Announcements:

- <https://godotengine.org/article/godot-4-0-sets-sail/>
- <https://godotengine.org/article/godot-4-1-is-here/>
- <https://godotengine.org/article/godot-4-2-arrives-in-style/>

Android

We made important strides with the Godot Editor for Android, releasing a beta version on the Google Play Store. Now, developers can create and test their projects directly on mobile devices, opening new opportunities for those who may have limited access to PCs or rely on lower-end hardware. With this release, we hope to enable both existing and new members of the Godot community—as well as Android users interested in game development—to work with accessible, flexible, and portable tools.

This work also lays the groundwork for a potential XR version of the editor, allowing users to create games using XR headsets in the future.

Announcement:

- https://godotengine.org/article/android_godot_editor_play_store_beta_release/

Godot Engine 3

We continued supporting Godot 3 with maintenance releases, including 3.5.2, and worked towards the upcoming 3.6 release. Supporting Godot 3 is essential as long as community members actively use it and games in production depend on its updates. While we no longer develop new features for Godot 3, we focus on ensuring compatibility with the latest marketplace and hardware requirements, providing the stability and reliability our users need.

Announcements:

- <https://godotengine.org/article/maintenance-release-godot-3-5-2/>
- <https://godotengine.org/article/maintenance-release-godot-3-5-3/>

Godot Online

As traffic to our website and related platforms grew, we transitioned from our long-time hosting provider, TuxFamily, to a self-hosted infrastructure under the Godot Foundation. While TuxFamily generously supported our online presence for years, enabling us to reach and serve a growing community, increased demand began to outpace the platform's capacity, leading to frequent downtimes. We are deeply grateful to TuxFamily for their invaluable support during these formative years. With our new hosting setup, we're better equipped to handle the Foundation's expanding online needs, ensuring a more reliable experience for our community.

Website

<https://godotengine.org/>

The main website was ported to a statically generated site using Jekyll. This allowed us to move the process of publishing new articles to GitHub, making it more open for everyone to contribute. We also made some design improvements and increased the number of games being showcased throughout the site.

We posted 95 entries to our blog, cementing the main website as the primary way for people to stay up to date with the latest developments in the Godot project.

Development Fund

<https://fund.godotengine.org/>

We introduced a major improvement in funding the development efforts of the Godot Engine - the Godot Development Fund. The goal for the Development Fund is to create a direct way for everyone to help us secure stable funding and ensure the longevity of the project. The Development Fund was soft-launched in July and already welcomed a lot of new and old sponsors. This new platform lets us significantly reduce platform fees, so contributions go directly towards the development and improvement of the Godot Engine itself. By relying more on recurring user-funded contributions and company sponsorships, we reduce our dependence on large one-time grants from corporations, empowering us to

prioritize the needs and interests of our community and the open source principles at the core of our projects.

Forum

<https://forum.godotengine.org/>

In 2023, we replaced our old Q&A platform, which was based on the open-source Question2Answer project, with a new and more powerful Discourse-based forum. The old platform had been facing issues with bot registrations, spam, and limited functionality, so we decided it was time to give our community a new home. The new Discourse forum allows for more customization and integrates with the Godot ecosystem's single sign-on. During the migration, we imported over 120,000 questions and answers.

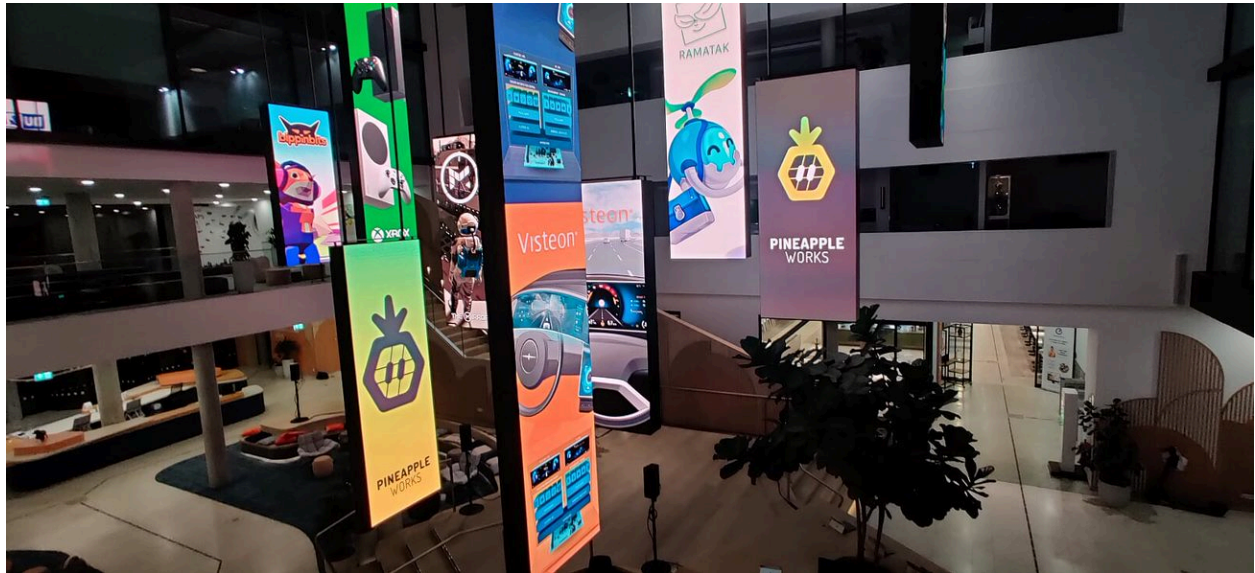
Conference

<https://conference.godotengine.org/2023/>

We created a dedicated website for the GodotCon conference. The website is hosted using GitHub Pages, which allows us to easily iterate and update it for future events. This provides a centralized hub where the community can find information about the conference, including the schedule, speakers, videos, and additional help.

Events

GodotCon 2023



In 2023, we held our largest GodotCon yet in Munich, Germany, welcoming Godot users and contributors from around the world. Hosted at Microsoft's offices in Germany, this two-day event featured a wide array of talks, game showcases, and workshops, designed for both newcomers and experienced developers alike. The enthusiasm and dedication of our local organizing team were instrumental in bringing this event to life, enabling us to create an inclusive, collaborative space for our global community.

The conference had 300 attendees, 25 speakers, more than 15 hours of presentations, +146,000 views on YouTube.

Relevant links:

- <https://conference.godotengine.org/2023/>
- https://www.youtube.com/playlist?list=PLeG_dAgIpVo7ZMIL2CQagINdjmsbeg9BH

GDC 2023



In a landmark moment for the Godot community, we had our first-ever booth at the Game Developers Conference (GDC) in San Francisco, thanks to a generous sponsorship from W4 Games. Their support made it possible for us to showcase Godot on this global stage, drawing steady crowds of visitors interested in the engine and games created with it. Our booth became a vibrant gathering spot for developers, contributors, and fans, filled with lively discussions and demos throughout the event. Thanks to GitHub, we were able to host a Godot Party at GitHub HQ. You can watch the talks by [Nathan \(GDQuest\)](#) and from [Juan Linietsky](#) on YouTube.



Godot Sprint and User Meetup Valencia

We hosted the Godot Sprint and Godot User Meetup in Valencia. The three-day Godot Sprint brought together contributors to plan the next year of development, collaborate on current topics, review pull requests, and refine the project roadmap. While primarily aimed at existing engine and documentation contributors, we also welcomed aspiring contributors eager to get involved in areas like C++ engine development, documentation writing, and creating educational resources such as demos and courses.

The Godot User Meetup provided an excellent opportunity for the community to connect with engine developers and fellow users. Attendees showcased their games, work in progress projects, and exchanged ideas, making the event a highlight for many.

This combined event was a resounding success. With such positive outcomes, we are excited to continue hosting similar gatherings around our big events such as the GodotCon.

Presence at other events

This year, we participated in events like [BIG Festival 2023](#), [gamescom](#), [FOSDEM](#), and [Penpot Fest](#), where we connected with industry professionals and exchanged insights with projects facing similar challenges. These events provided valuable opportunities to fundraise, engage with the community, and address questions about Godot's capabilities and potential applications within the industry.

Godot by the numbers

Financial Report

We published our first financial report, providing detailed information on the organization's income, expenses, assets, and liabilities. This report offers valuable insights into the financial health of the Godot Foundation and demonstrates how donations are utilized to support the project. You can read the full report here: <https://godot.foundation/downloads/Godot-Foundation-Financial-Report-2023.pdf>

Community Poll

Each year, we conduct a community poll to gain valuable insights into how users work with Godot and their expectations for the engine and the Foundation's priorities. In 2023, we received an impressive 7,671 responses, a significant increase from the 5,315 responses in 2022. This feedback has been instrumental in helping us align our efforts with the community's needs and aspirations. If you want to check the results, you can do so here: https://docs.google.com/forms/d/e/1FAIpQLSeXRE1nF64PUilO6fA7Pevh2lWukJtpdBvc2_A3fGfuciy-gQ/viewanalytics

Development Fund

The Development Fund had €25,591 per month when we launched in September 2023, and we more than doubled that amount to €54,754 per month by the end of 2023.

Patreon

Patreon was initially the primary way for people to donate to us. At the start of the year, we received \$15,366 per month through the platform. However, after launching the Development Fund and encouraging supporters to transition there, Patreon donations decreased to \$8,499 per month by year-end. This amount is included in the public totals displayed for the Development Fund. We anticipate

Patreon contributions will continue to decline as more donors shift to the Development Fund throughout 2024 and 2025.

Showreel

This year, we combined the mobile, tools, and desktop/console categories into one video showcasing 28 projects and making it the most viewed video in our channel for 2023.

https://youtu.be/W1_zKxYEP6Q?si=ol7Ylec5wY_vq29f

Looking Towards 2024

2023 was a remarkable year for the Godot Foundation. We successfully established ourselves within the industry and set up the key structures to support our operations. Reflecting on the year, it's incredible to witness the growth of both the Godot Engine and its vibrant community.

Although this report was compiled in late 2024, we wanted to highlight the most significant events of the year as a starting point. Going forward, we plan to release our yearly reports earlier in the year, which will allow us to share more detailed insights into everything that happened in 2024. We will also provide deeper analysis of the numbers and continue iterating on the content of these reports.

For now, we want to extend our heartfelt thanks for the ongoing support, encouragement, and contributions from all of you. We are excited to see even more incredible projects built with Godot in the future.

Thank you,

- Emilio Coppola, Executive Director