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Godot is a 2D and 3D, cross-platform, free and open-source game engine released under the MIT license. It was initially developed for several companies in Latin America prior to its public release. The development environment runs on Linux, macOS, and Windows. Godot can create games targeting the PC, mobile and web platforms.

Localisation is an important part of game development. If you are a small developer, it really is something to consider. Even though it is not easy and not cheap to get quality translations, sometimes it is really worth it. Localisation in Godot is easy to implement and you should always structure your game with localisation in mind.

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