# Introduction to Godot

Downloading and Running Godot Application

Overview

The Godot Engine in a free, open-source, cross-platform game development environment. Godot is **self-contained** and does not require installation. Just download the application, unzip, and run.

Step 1: Download the latest version of Godot

Godot versions (and perhaps even the website location), may change over time. As of January 2025, the following link works: https://godotengine.org/
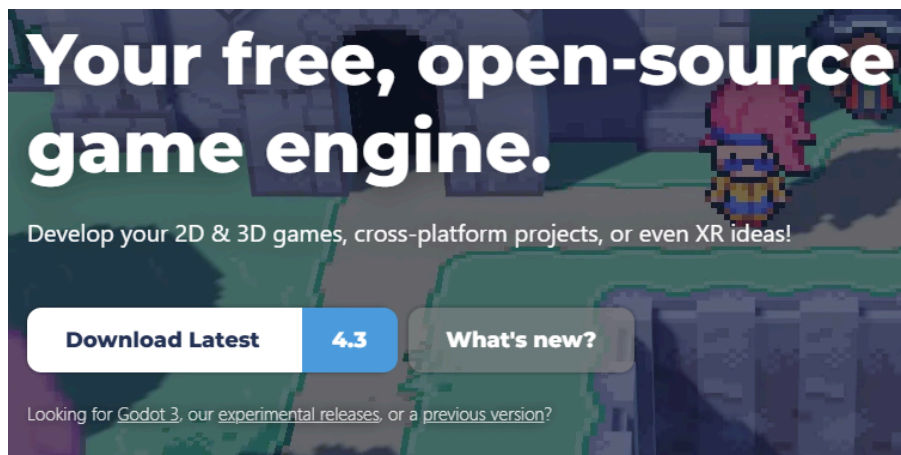
Click on the 'Download Latest' link. It should take you to the download page for the Godot version that matches your operating system. Godot will ask if you'd like to make a donation, but it is not required to use Godot.

Step 2: Unzip the downloaded Godot executable file

Typically, downloads from a web browser will be saved in a Downloads folder on the operating system. Find your downloaded Godot .zip file, and unzip the file. On Windows, this can be done by right-clicking the file and selecting 'Extract All' option.

There should be two files inside the zipped folder:

Run the non-console application. The console application can be used for additional debug capabilities, but should not be required when first learning Godot.

Step 3: Run Godot!

Running the Godot application should open the Project Manager, which allows you to create or import your first project! Importing and Creating projects will be covered in another document.