

Games and Programming: Epic Games, Godot, Haskell and Python

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- [Epic Games have awarded the FOSS game manager Lutris with an Epic MegaGrant](#) [3]

The Lutris team announced yesterday that Epic Games have now awarded them a sum of money from the Epic MegaGrants pot.

In the Patreon post, the Lutris team announced they've been awarded \$25,000. While this might be quite a surprise to some, Tim Sweeney the CEO of Epic Games, did actually suggest they apply for it which we covered here back in April. To see it actually happen though, that's seriously awesome for the team building this free and open source game manager.

- [Play-ing with Godot](#) [4]

I've finally come to a point where I have a project that is useful, and at a good enough quality (anyone with graphics skills who wants to help?) to be shared with the broader world: Mattemonster. What I'm trying to say is that I just went through the process of publishing a Godot app to the Google Play store.

There is already good documentation for how you export a Godot app for Android, and detailed guides how to publish to Google Play. This blog is not a step by step tutorial, but instead mentioning some of the things I learned or noticed.

First of all, when setting up the Android tooling, you usually have an android-tools package

for your distro. This way, you don't have to install Android Studio provided by Google.

The configuration settings that you use to export your app goes into the `export_presets.cfg` file. Once you put the details for your release key in, you should avoid storing this file in a public git, as it contains sensitive data. But even before then, it contains paths that are local to your machine, so I would recommend not storing it in a public git anyway, as it makes merging with others painful.

- [Haskell](#) [5]

- [Python 3.7.5 : Script install and import python packages.](#) [6]

This script will try to import Python packages from a list.
If these packages are not installed then will be installed on system.

[Development Gaming](#)

Source URL: <http://www.tuxmachines.org/node/131131>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/145>

[2] <http://www.tuxmachines.org/taxonomy/term/69>

[3] <https://www.gamingonlinux.com/articles/epic-games-have-awarded-the-foss-game-manager-lutris-with-an-epic-megagrant.15516>

[4] <http://www.thelins.se/johan/blog/2019/11/play-ing-with-godot/>

[5] <https://perlweeklychallenge.org/tags/haskell/>

[6] <https://python-catalin.blogspot.com/2019/11/python-375-script-install-and-import.html>