

# Governance

The GODOT community is led by Ruairaidh Mackenzie, self-appointed as Project Leader, and managed by the community. That is, the community actively contributes to the day-to-day maintenance of the project, but the general strategic line is drawn by the project leader.

In case of disagreement, the Project Leader has the last word. The Project leader will resolve disputes within the community and will ensure that the project is able to progress in a coordinated way. In turn, the community will guide the decisions of the Project Leader through active engagement and contribution.

It is the responsibility of the Project Leader to:

- Provide a roadmap
- Provide initial project source code and documentation
- Establish constraints about 3rd-party libraries
- Establish an initial set of project maintainers
- Provide a good collaboration environment