Real-time strategy (RTS) games have been on the rise in recent years, but the tools for making them are scarce. This thesis presents a toolkit for creating 2D RTS games in Godot engine and the language of choice is C#. The toolkit contains templates for units, buildings, abilities, attacks, human and AI players, maps, menus and user interface along with examples of their use in a demo game. Both user and programmer documentation is provided and the toolkit is open source and thus allowing for maximum modularity. Using the toolkit allows the user to start developing a game or making a prototype straight away skipping the technical minutiae at the start.