



COMPUTER SCIENCE SOCIETY ~ WELCOME WEEK 2021

# Intro to Game Dev Workshop

Hosted by VGDC



MEET THE PRESENTER

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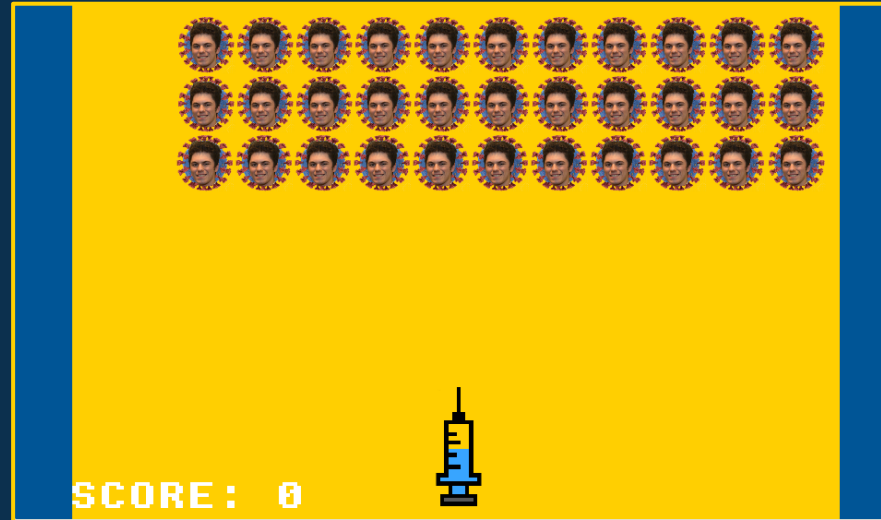
# Our Purpose

1. Introduce you to the concept of game development
  2. A Walkthrough developing a simple game
3. Familiarizing you with the game development workflow
  4. Preparing you for later workshops



# End Goal

[Click Here!](#)





# Getting Started

Creating your project using Replit



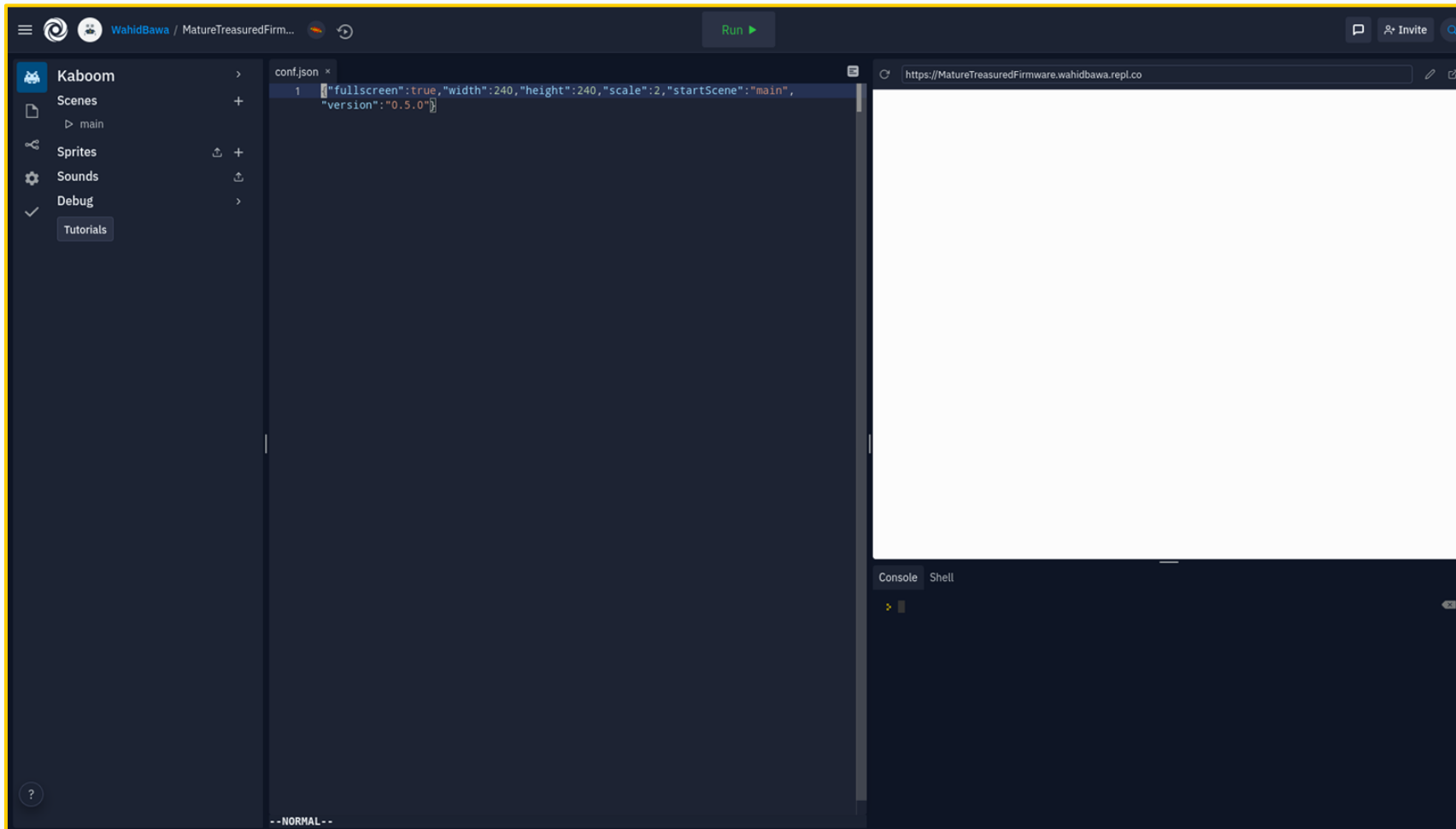
# Creating your Replit Project

With your account created, you'll make a project next.

- First thing you'll want to do is log in / sign up for a Replit account
- Press the "Create repl" button, and type in Kaboom in the template section
- Select the beta option
- Press the "Create Repl" button and you'll be set.

The screenshot shows the 'Create a repl' interface. At the top right is a button labeled 'Import from GitHub'. Below the title 'Create a repl' is a search bar for templates containing the text 'Kaboom (beta)'. Underneath, there are two sections: 'Favorites' and 'Templates'. In the 'Favorites' section, the 'Kaboom (beta) replit' option is highlighted with a blue background. In the 'Templates' section, the 'Kaboom replit' option is visible. To the right of the template selection is a 'Title' field containing 'MatureTreasuredFirmware'. Below that is a 'Privacy' section with a toggle switch for 'Repl is public' which is currently turned on, and a globe icon with the text 'Anyone can view and fork this repl'. At the bottom right of the privacy section is a button with a rocket icon and the text 'Upgrade to make private'. At the very bottom right is a large blue button with a plus sign and the text '+ Create Repl'.

# What you should see next





Have any **questions?**

*Ask away! We hope you learned something new!*





# THANK YOU

FOR JOINING US!

JOIN THE DISCORD: <http://vgdc.uwindsor.xyz/>

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*Make sure to tune in to the  
future workshops!*