# GameDev Workshop

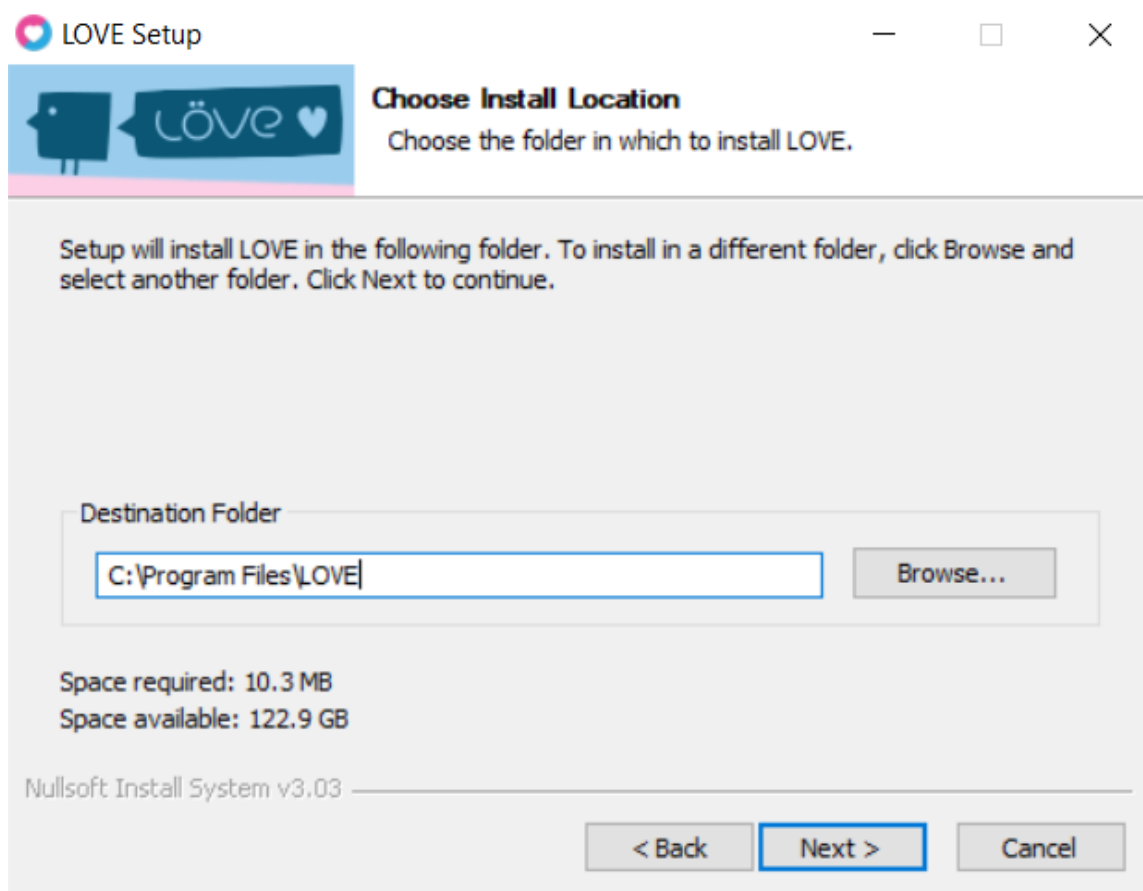**<u>Required software:</u>**

1. **Love2D** – Game engine
2. **Visual Studio Code** – Code editor
3. **Lua** – Programming Language

**<u>Installation Steps:</u>**
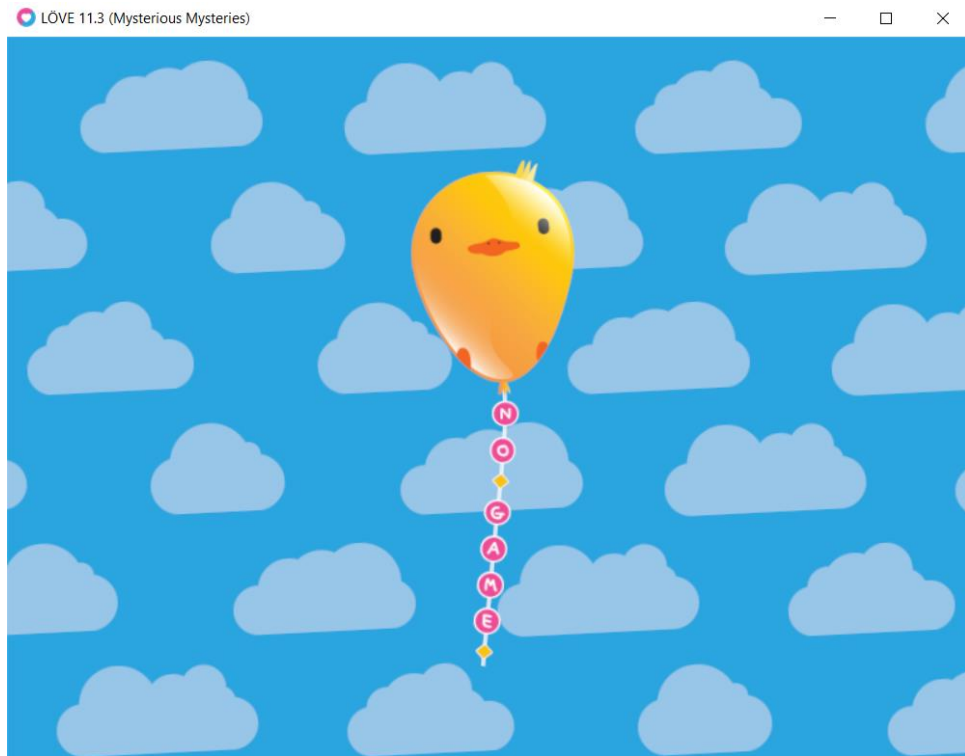
1. **Love2D:**

https://love2d.org/ : Download and run the setup as per your operating system.



File path in windows installation setup

Copy the love.exe file path to clipboard after installation. It must look something like this : "C:\Program Files\LOVE\love.exe"

To verify the installation, open command prompt, past the file path above (including the quotation marks) and press enter. You should see a Love2D window open up as shown below:
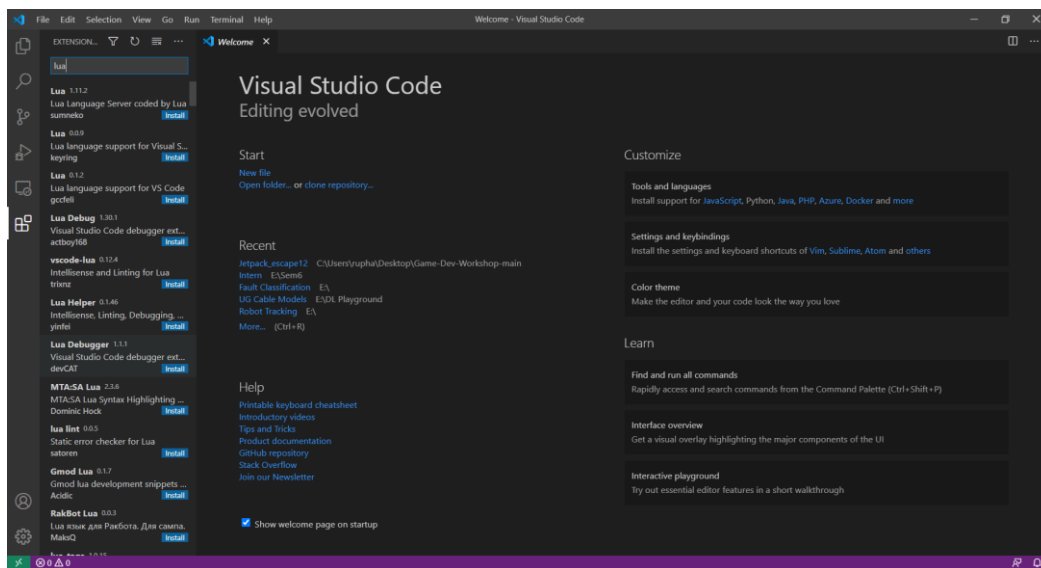
Love2D window that opens up after entering the command in command prompt

## 2. Visual Studio Code:

https://code.visualstudio.com/download : Download and run the setup.
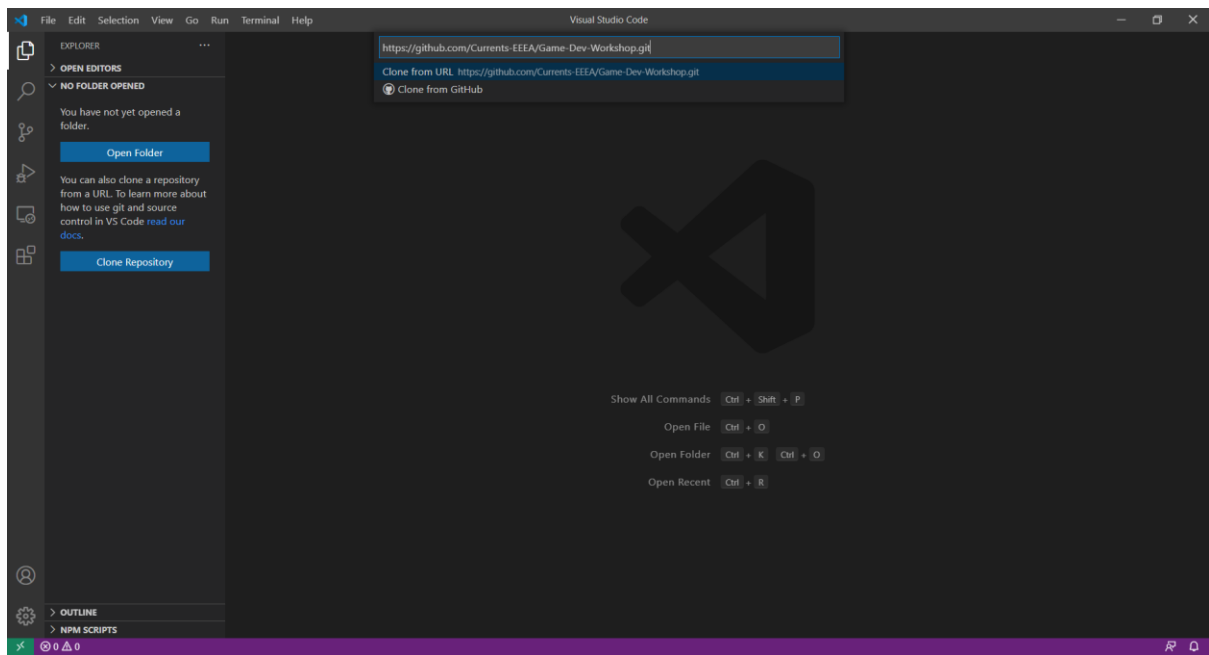
## 3. Lua:

Open the extension tab in the left side bar (Ctrl+Shift+X), enter 'lua' and install as shown below.



Visual Studio Code extension tab in the left of the window

Open the explorer tab in the left side bar (Ctrl+Shift+E), click clone the repository in the left side tab and enter the url of the following repository : https://github.com/Currents-EEEA/Game-Dev-Workshop.git. Save the repository in the desired file location.



Visual Studio Code explorer tab in the left