# MonoGame Project Creation Instructions

NOTE: This tutorial assumes that you have already installed MonoGame (via the "MonoGame Installation Instructions").

Follow the steps below to create a MonoGame project.

1. Open *Visual Studio 2017* and select the new project dialog (File → New → Project).
2. Select "Visual C#" and scroll down until you see the "**MonoGame Desktop Project**" template.
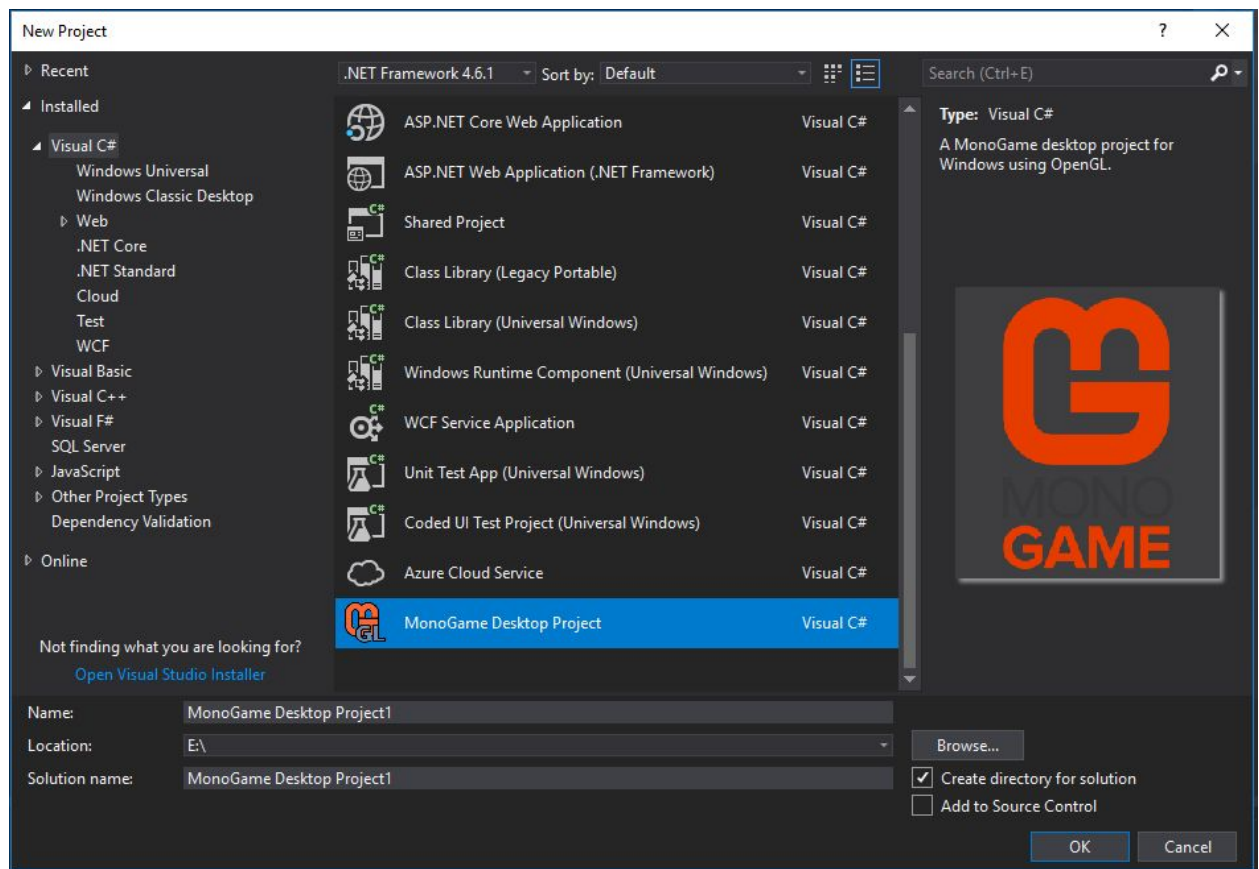
3. Choose a name and click "OK".
4. Browse to an appropriate folder on your flash drive (or hard drive on a laptop)
5. When the project is created, double click Game1.cs in the Solution Explorer (which you should rename before you do any real work)
6. Click the Run button (or F5) will show a blue screen, telling us everything was successful

NOTE: If you receive a compiler error, make sure that you *restore the NuGet packages* by right-clicking on your solution, clicking "Manage NuGet Packages", and pressing the "Restore" button in the top-right corner.