Creating the Snake Game Project

1. Go to https://github.com/Macomb-Makerspace/Makerspace_Academy_2024/blob/main/3_Google's%20Teachable%20Machine/Completed_Snake_Game.zip

2. Click on the 3 horizontal dots located on the right (under the blue gear logo) and download the Completed_Snake_Game.zip folder.

3. Set the folder on the Desktop for easier viewing and open the folder.

4. Open Visual Studio Code.

5. In the menu bar (all the way at the top for Mac users) click on View > Command Palette.

6. In the search bar for the Command Palette, type p5 and then click on 'Create p5.js Project'.

7. Create a new folder on the Desktop and name it "Snake_Game" then click 'Open'.
   a. Note: It may ask for permission to open sketch.js, go ahead and give it permission.

8. Once the project has been created, close out of VS Code.

9. Go to your Desktop and have both Completed_Snake_Game and your new Snake_Game folders open at the same time.

10. Copy all the contents from Completed_Snake_Game to your newly created Snake_Game folder and select "replace" for all files.

11. Open VS Code again and go to File > Open Folder > Snake_Game (from your Desktop)

12. Check index.html, sketch.js, and snake.js to make sure the correct code is inside.

13. Your project is now ready for your Teachable Machine model!