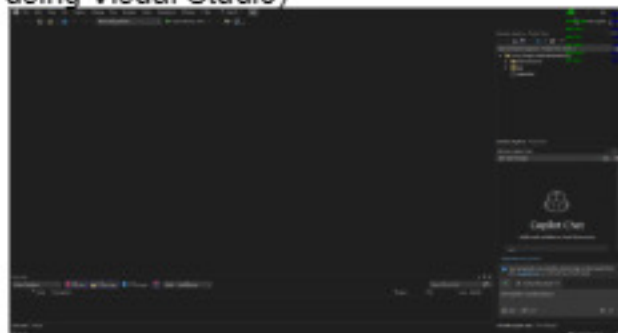# How to mod Project SDSG

First you need vscode or visual studio
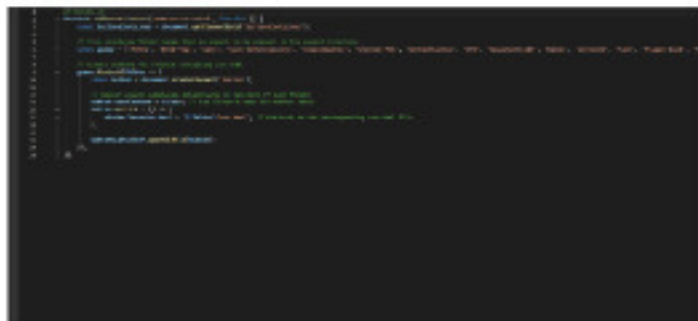(If you're on ChromeOS then use vscode.dev as a website)

Open it and make it go to the directory where you project
SDSG install is after that you should see something like this
(I'm using Visual Studio)

this is were you mod the intro with introresources/ and
load.html but if you want to mod the actual thing open up
pai/ then thats the actual project

Through there you should
see this

This is the things
there are

this is what these directorys mean about= about page
assets=game selector changelogs=change logs
contact=the contact info Modding = this pdf readme = use
this for info to use sdk=the sdk page status=statistical
info for any update

Those are information to know about modding make sure you
know html javascript and css to mod

if you want to add unverified(modded) games look at the
next page

This is how you add
unverified games

Open up the assets directrory then through there find script.js
open it you should see this

in const games add " "," and insert your game name in the "
and then after that make a new directory inside of assets call it
what ever you put in the " and make sure there is a run.html
inside and after that you can make a game with html5

Remember: Project SDSG is open-source I dont give any fucks if
someone mods it its their copy after all and i dnt give any fucks
also if someone mods any other game i have and also i dont
gives fucks to anyone who doesnt update project sdsg

-Mahdiisdumb