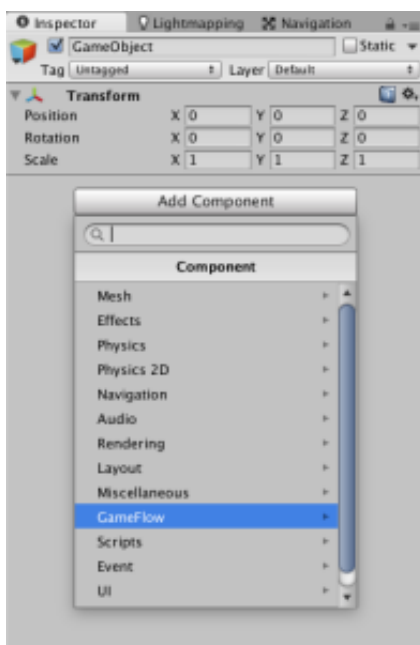


# Tutorial 1: Hello, World!

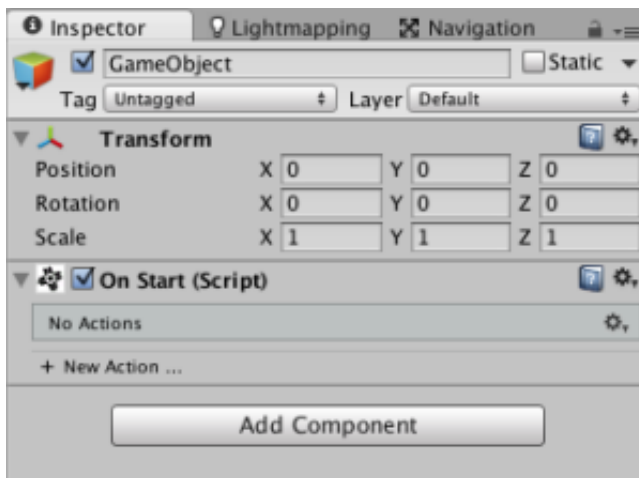
Let's start by creating a simple first example will serve to quickly understand some basic ideas of GameFlow.

1. Create a new project and import the package GameFlow as we have seen in section Installation of this chapter.
2. Ensure that the Inspector window is showing, if it is not we can show it with the *Window> Inspector* menu option.
3. Ensure that the Console window is showing, if it is not we can show it with the *Window> Console* menu option.
4. Add an empty object, *GameObject > Create Empty* menu option. Note that, the created object is automatically selected and in the Inspector window only a *Transform* component is shown. Click on the *Add Component* button that will press to add a program GameFlow.

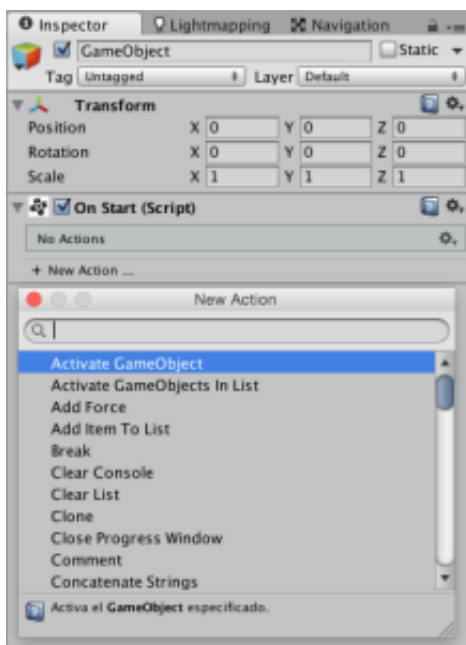


5. A menu with a filter field is displayed. Delete any text you have in the filter field and from there navigate the menu looking *GameFlow> Programs> On Start* and we will click on that item, which just created

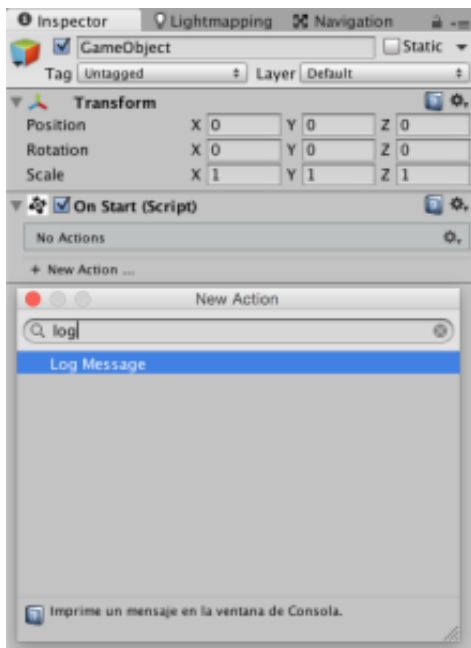
a program.



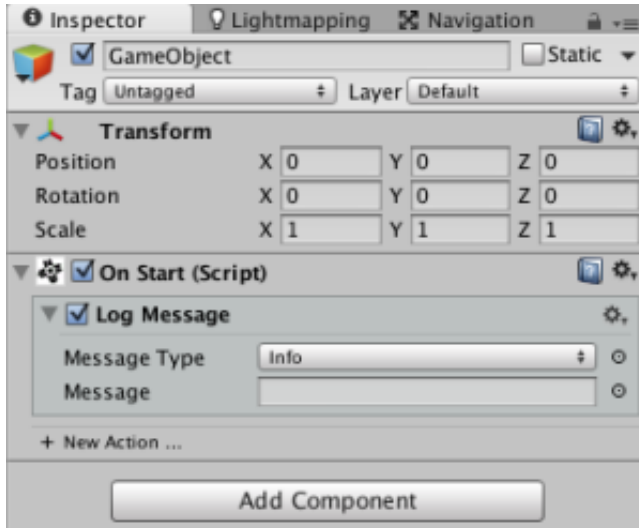
- Now add an action to the program by clicking on the area that shows + *New Action* ... in the Inspector. A window for selecting actions, again must appear with a filter field that we can use to find what we need.



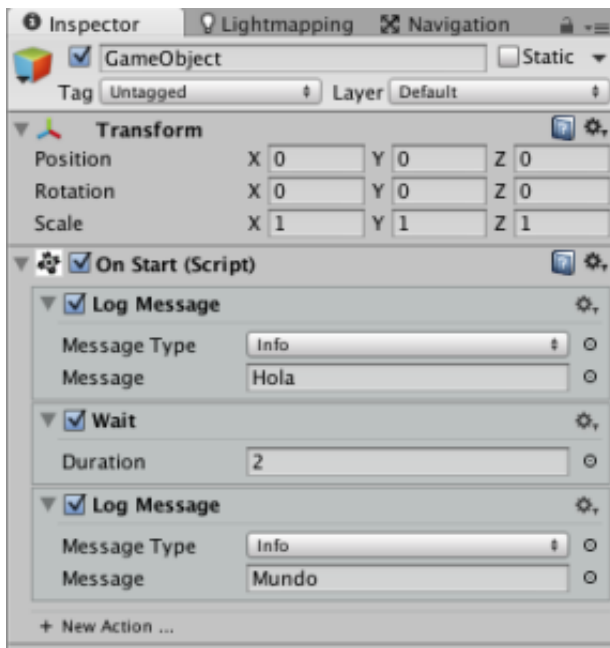
- Log* in writing that window and see that now only a single action *Log Message* that is what we want, we click or press Enter to add the action. We will see that now the "On Start" program and has a first action displayed as a block with a slightly different background window color.



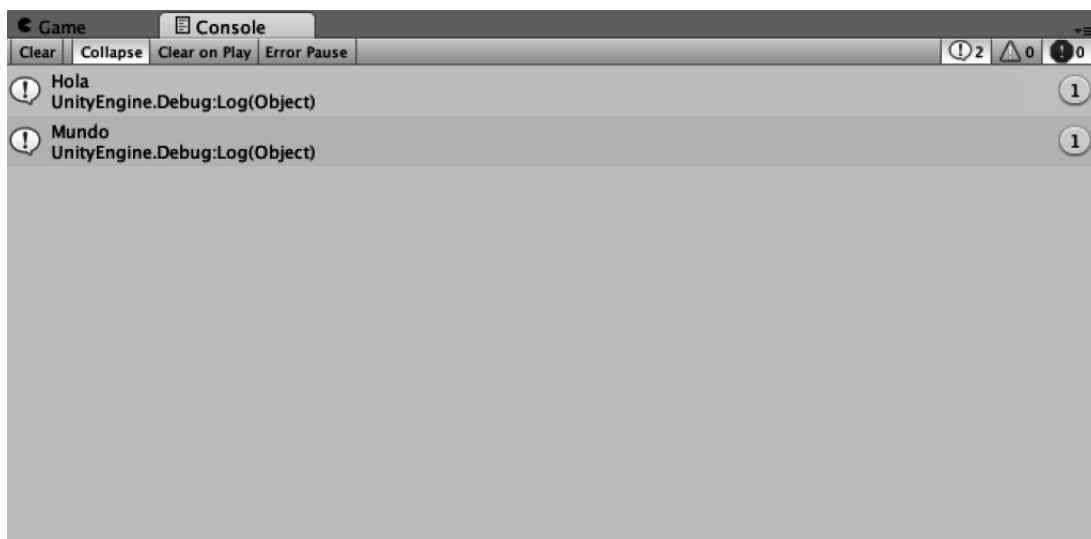
8. Now we can write a message in the Message property, for example “Hello” indicating that this is the message we want to print to the console.



9. Repeat the process to add a new action but this time find the Wait action which will adjust his property “Duration” with a value of 2 (seconds).
10. Finally we will add an action Log Message, but this time the message you will be “World!”.



And with that we have finished our first program. Now we just give the run button (Play) in the top center to see the result: a message “Hello” is displayed on the console followed by a delay of 2 seconds after which another message “World!” Is written .



Obviously what we have done is very simple, but this first exercise has already helped us to understand how to add programs aside to game objects and adding actions to such programs, and secondly the

sequential nature of the programs GameFlow, as we have seen, execute their actions in the order that has been placed and waiting for the completion of each task before starting the next.