

# Project Intro

Let's discover **Docusaurus in less than 5 minutes**.

#### **Games**

Get started by **creating a new site**.

Or try Docusaurus immediately with docusaurus.new.

#### What you'll need

- Node.js version 18.0 or above:
  - When installing Node.js, you are recommended to check all checkboxes related to dependencies.

#### Generate a new site

Generate a new Docusaurus site using the classic template.

The classic template will automatically be added to your project after you run the command:

npm init docusaurus@latest my-website classic

You can type this command into Command Prompt, Powershell, Terminal, or any other integrated terminal of your code editor.

The command also installs all necessary dependencies you need to run Docusaurus.

### Start your site

Run the development server:

```
cd my-website
npm run start
```

The cd command changes the directory you're working with. In order to work with your newly created Docusaurus site, you'll need to navigate the terminal there.

The npm run start command builds your website locally and serves it through a development server, ready for you to view at http://localhost:3000/.

Open docs/intro.md (this page) and edit some lines: the site **reloads automatically** and displays your changes.

# **Graphics Lib**



#### Manage Docs Versions

Docusaurus can manage multiple versions of your docs.

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#### Create a docs version

Release a version 1.0 of your project:

```
npm run docusaurus docs:version 1.0
```

The docs folder is copied into versioned\_docs/version-1.0 and versions.json is created.

Your docs now have 2 versions:

- 1.0 at http://localhost:3000/docs/ for the version 1.0 docs
- current at http://localhost:3000/docs/next/ for the upcoming,
   unreleased docs

## Add a Version Dropdown

To navigate seamlessly across versions, add a version dropdown.

Modify the docusaurus.config.js file:

```
docusaurus.config.js

export default {
```

The docs version dropdown appears in your navbar:



### Update an existing version

It is possible to edit versioned docs in their respective folder:

- versioned\_docs/version-1.0/hello.md updates http://localhost:3000/ docs/hello
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# **Game Lib**



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# The Core



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