Quick Start

Create your first game in 5 minutes

Installation

If you haven't installed the engine yet, see **01-installation.md**.

Create a New Game

```
ori create my-platformer
```

You'll be asked:

1. **Game title** - Display name (e.g., "My Platformer")
2. **Template** - Choose "platformer" for a working example
3. **Author** - Your name (optional)
4. **Description** - Brief description (optional)

Test Your Game

```
cd ../my-platformer
```

Open `index.html` in your browser. The game runs immediately!

Controls: WASD to move, Space to jump, F3 for debug mode

Make Changes

Edit `objects/obj_player.ts` to change player behavior:

```
step(): void {
  // Change movement speed
  const speed = 6; // Was 4

  if (keyboard_check(vk_a)) this.x -= speed;
  if (keyboard_check(vk_d)) this.x += speed;
}
```

Rebuild:

```
npm run build
```

Refresh browser to see changes!

Next Steps

- **04-gameobjects.md** - Learn about GameObjects
- **05-sprites.md** - Working with sprites
- **40-common-patterns.md** - Best practices