Creating Games

Using `ori create` and project templates

The `ori create` Command

Create a new game project:

```
ori create <project-name>
```

Interactive Wizard

The command launches an interactive wizard:

Question 1: Project Name

```
Project name: my-game
```

- Use lowercase letters, numbers, hyphens, underscores
- This becomes the folder name

Question 2: Game Title

```
Game title (display name, optional): My Awesome Game
```

- User-friendly display name
- Shown in game window/title

Question 3: Template

```
Choose starting template:
  1. fresh - Empty project, build from scratch
  2. platformer - Working example to modify
Template (1-2): 2
```

Question 4: Author

```
Author (optional): Your Name
```

Question 5: Description

```
Description (optional): A fun platformer game
```

Templates

Fresh Template

- Empty project structure
- Minimal setup
- No example objects
- Start from scratch

Platformer Template

- Complete working game
- Player with physics
- Enemies, collectibles
- Level design example
- Modify and learn

Project Location

Projects are created as **siblings** to the engine:

```
parent-folder/
├── origami-engine/    # Engine
└── my-game/           # Your game
```

This keeps the engine and games separate.

Next Steps

After creation:

```
cd ../my-game
# Open index.html in browser
```

See **04-gameobjects.md** to start coding!

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