

Pract 1 - Install Godot and set up.

◆ Step 1: Go to the Godot Website

- Open your browser and visit  <https://godotengine.org>
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◆ Step 2: Download Godot

- Click **Download**.
- Choose your system:
 - **Windows** → Download the .zip file.
 - **macOS** → Download the .zip file for mac.
 - **Linux** → Download the .x86_64 version.

 Godot doesn't need installation like other apps. You just download and extract it.

◆ Step 3: Extract the File

- After downloading, right-click → **Extract All** (Windows) / **Unzip** (Mac/Linux).
 - You'll get a folder with a file called:
 - Godot_vX.X.X-stable_win64.exe (Windows)
 - Godot.app (Mac)
 - Godot_vX.X.X-stable_linux.x86_64 (Linux)
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◆ Step 4: Run Godot

- **Windows:** Double-click Godot.exe.
 - **Mac:** Double-click Godot.app. (If blocked, go to *System Preferences* → *Security & Privacy* → *Open Anyway*).
 - **Linux:** Right-click → **Properties** → **Permissions** → **Allow executing file as program**, then double-click.
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◆ Step 5: Create a Project

1. When Godot opens, click **New Project**.
2. Choose a name → Select a folder → Press **Create & Edit**.
3. Godot editor opens → You're ready to start making games 🎮.