# Getting Started in Godot

1. Create a new folder and name it something like Project.

2. Download the correct version of Godot for your system. (Link)

3. Place the portable Godot program file into your Project folder.

4. Download the UI Demo zip file. (Link)

5. Extract the FC folder from the zip file into your Project folder.

6. Once your Project folder is set up like the picture below, run Godot.
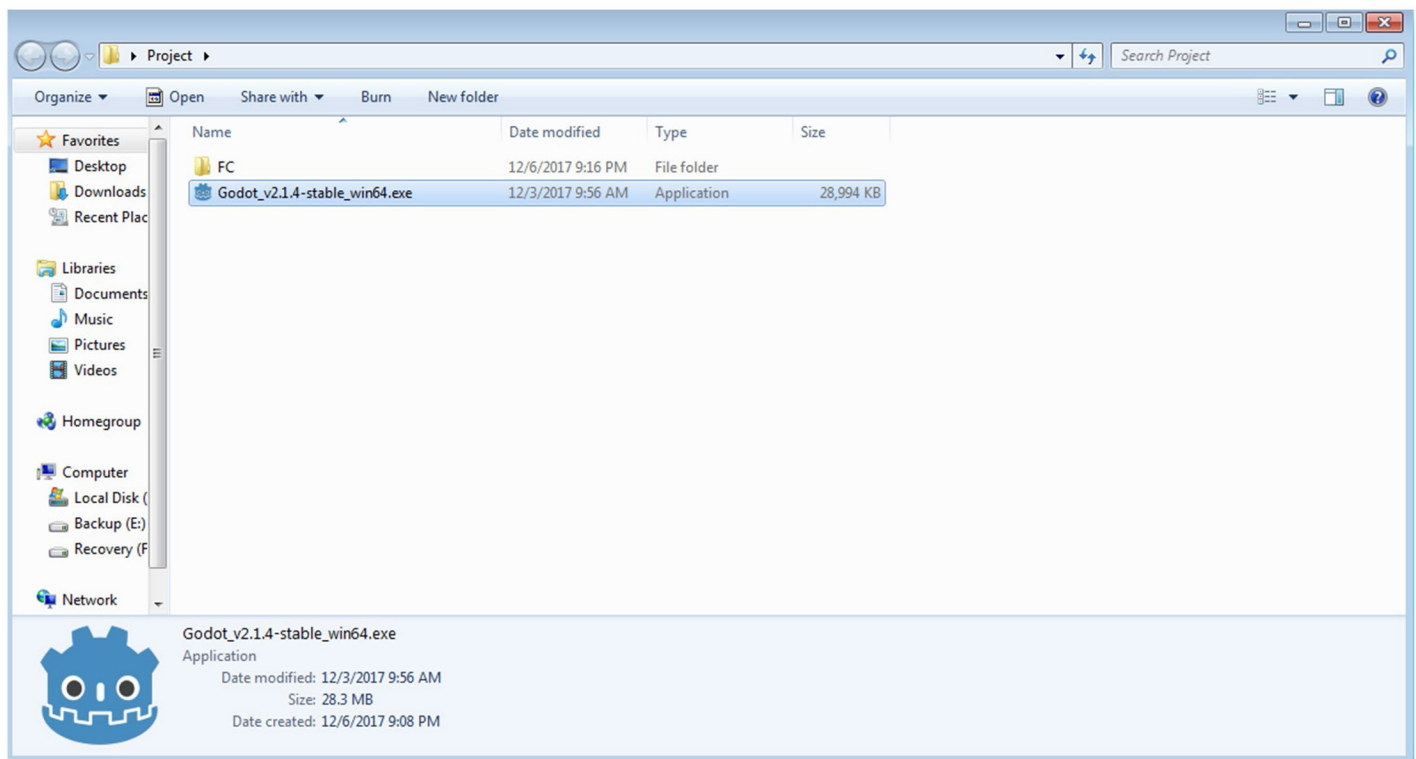
7. Once the Godot Project Manager opens, press the Scan button on the right side of the UI.
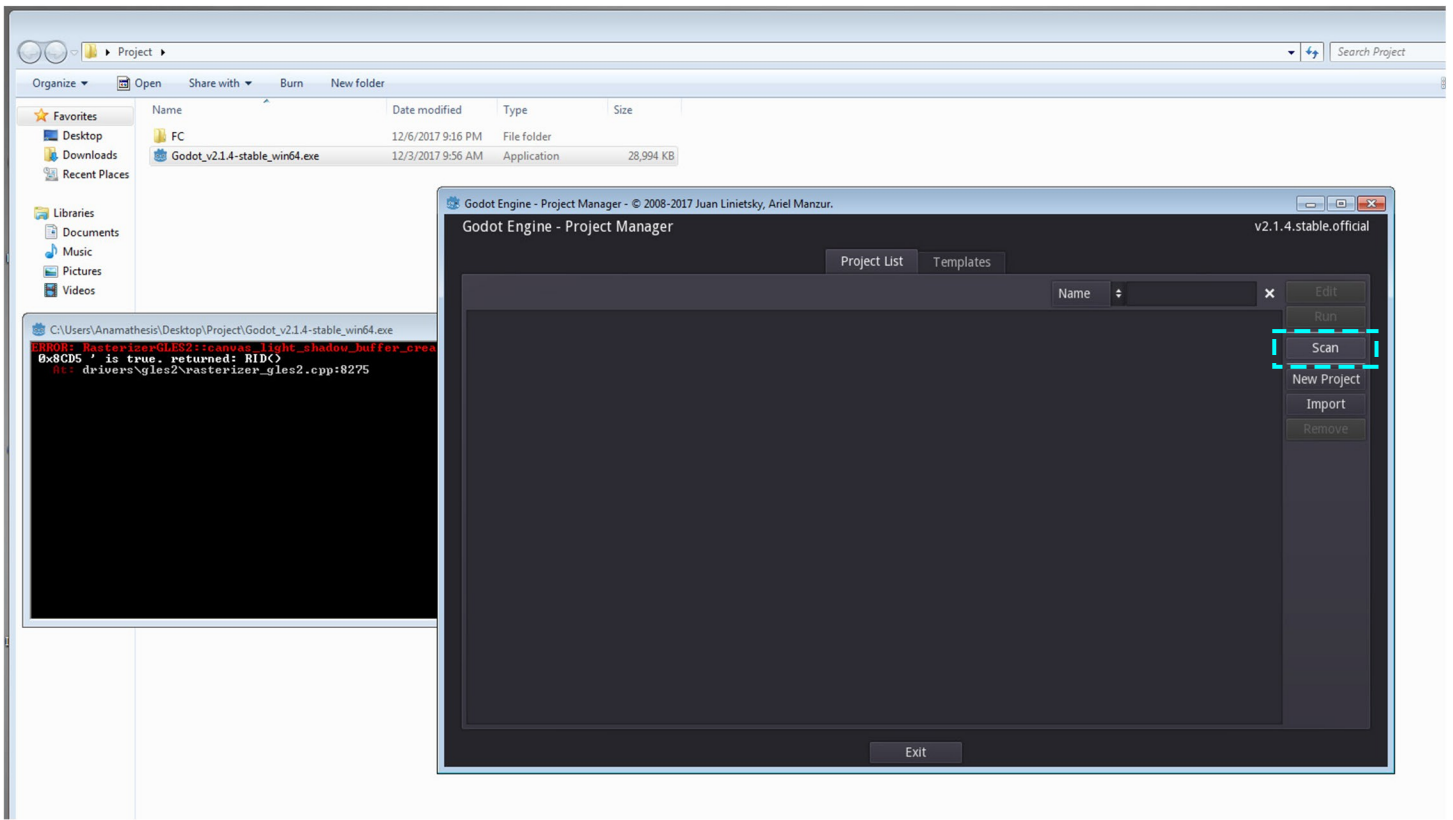
8. Make sure the Path is set to your project folder and then press Open.
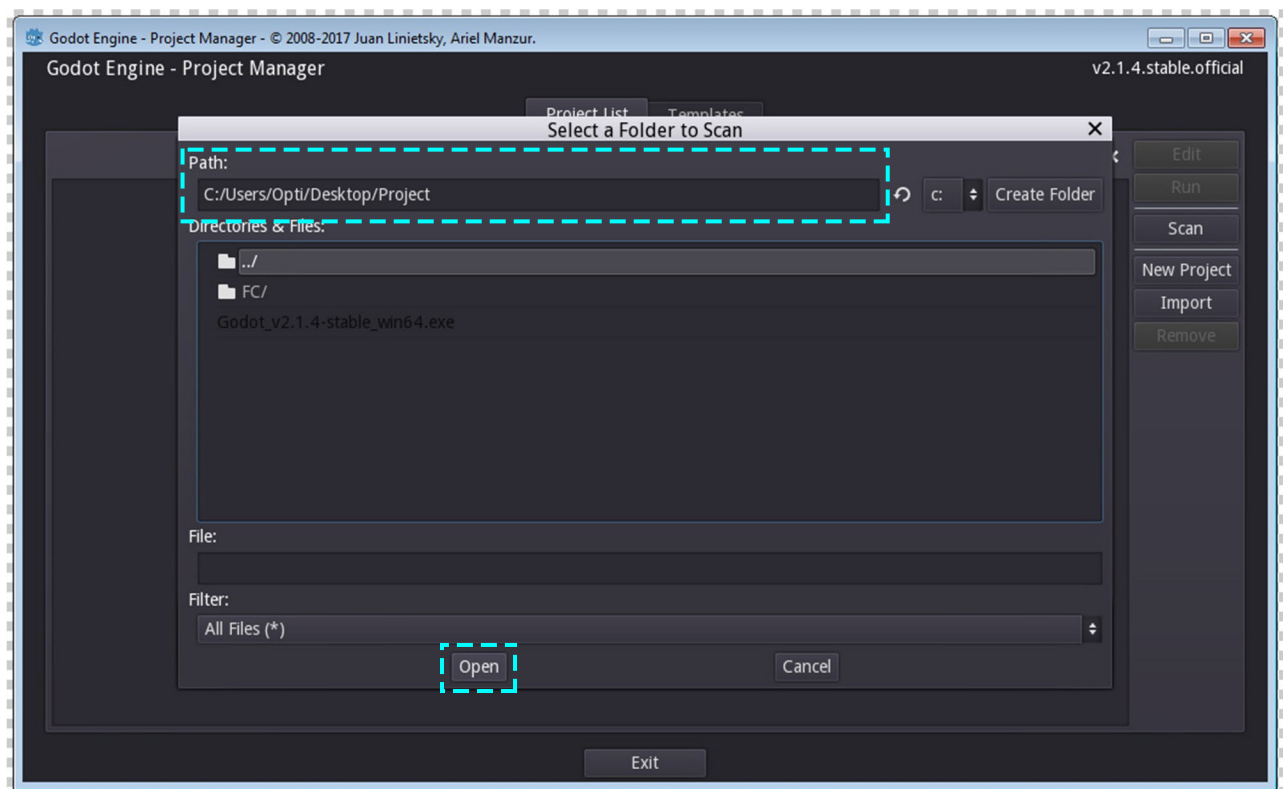
9. Gogot will scan the Project folder and locate the FC project.

10. Press Edit to launch the Godot Engine Editor or press Run to preview the UI Demo right away.