

Download Godot and set-up environment:

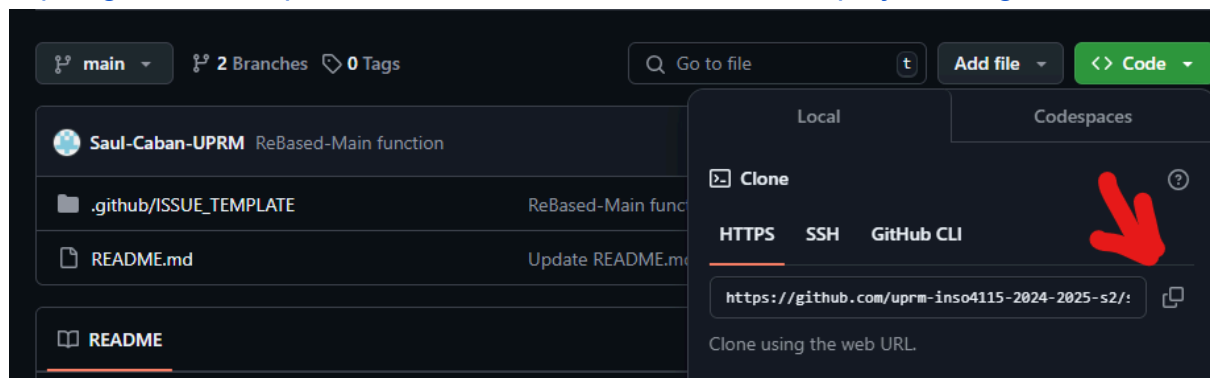
<https://godotengine.org>

and click on download, select the operating system you have and make sure its godot 4.3



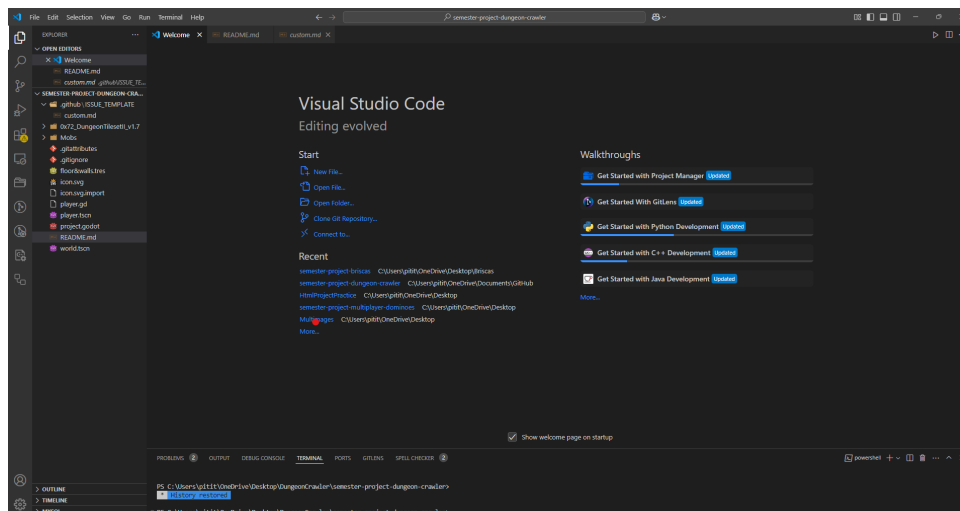
Go to github and copy the repository into visual studio

<https://github.com/uprm-inso4115-2024-2025-s2/semester-project-dungeon-crawler>

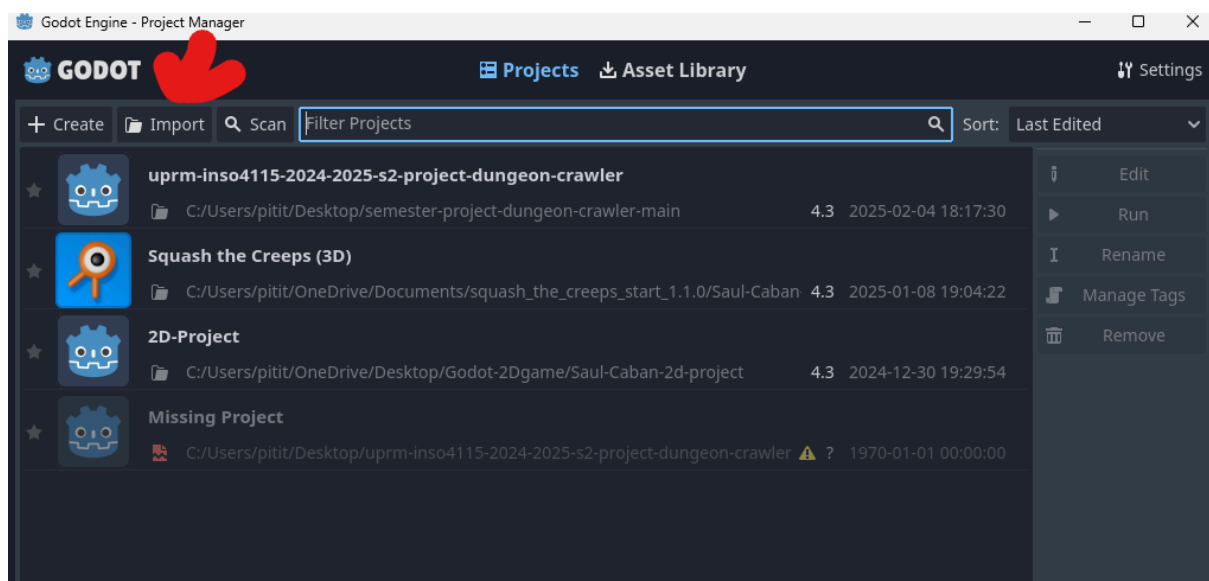


in VisualStudio on the search bar on the top, type: >Git:Clone and after paste the link you copied from github. Make sure of the folder where you clone the project. This is important because we are going to import that into our Godot.

It should look something like this.



Launch Godot and import the project



select the location of your project (the one you selected in visual studio), and now you have the project set up. Any changes you make in Godot will automatically appear in the visual studio. **Remember that before doing anything create a branch relating to something that you issue is doing and then proceed to make changes in Godot.** Once you are done with any implementation go back to visual studio and commit the changes and then publish the branch. Make sure to do a pull request and tag the managers or the team leader.