1. Download love2d here

* https://bitbucket.org/rude/love/downloads/love-11.1-win64.zip

1. Creating ScrollingShooter folder
   1. Create subfolders assets and bin
   2. Create subfiles conf.lua and main.lua
2. Download this file

* https://opengameart.org/sites/default/files/aircrafts.zip

**Conf.lua**

-- Configuration

function love.conf(t)

t.title = "Scrolling Shooter Tutorial" -- The title of the window the game is in (string)

t.version = "0.9.1" -- The LÖVE version this game was made for (string)

t.window.width = 480 -- we want our game to be long and thin.

t.window.height = 800

-- For Windows debugging

t.console = true

end

**main.lua**

debug = true

function love.load(arg)

end

function love.update(dt)

end

function love.draw(dt)

end

**load function for main.lua**

playerImg = nil -- this is just for storage

function love.load(arg)

playerImg = love.graphics.newImage('assets/plane.png')

--we now have an asset ready to be used inside Love

End

**Draw function for main.lua**

function love.draw(dt)

love.graphics.draw(playerImg, 100, 100)

end