

To effectively use this project, you will need to install the Godot game engine. Luckily, the installation process is really easy – let me guide you through it!

**Godot:**

To download the Godot game engine:

Go to <https://godotengine.org/download/linux>

Select your platform of choice

Extract and run – Godot does not need installation, making it very lightweight and portable!

Alternatively you could download it through the package manager(s) available for your system:

Linux – most package managers have Godot in their repositories

Mac – Homebrew has Godot

Windows – Chocolatey has Godot

Another way is to download it through the game distribution service Steam, which can automatically update your installation of Godot, though Steam itself is not open source which might be a problem.

To open the example project in Godot, open Godot and press the Import button on the right of the user interface. Then, find the project.godot file in the example project folder and select it. Godot will automatically import everything in your project and you can get started in seconds!

The sprites in this project are drawn with the Piskel app, which does not even require installation!

**Piskel:**

For drawing the sprites just go to <https://www.piskelapp.com/p/create>

Since Piskel is an online app, you will arrive at a page with a 32x32 canvas where you can draw pixel art. To save your sprites, go to the middle-right of the page and click the Save button. To export your project as a .png or .gif, press the Export button right under the save button, where you can choose which format you want to export in. That is all that you need to know about Piskel!