

Make one tiny game this week

A 7-step path to your first finished game.

The 7 steps

1. **Pick one mechanic and one screen.** Write it in one sentence.
2. **Install Godot (free).** Follow the official "Your first 2D game" tutorial once, end to end.
3. **Grab one free art pack.** Kenney is CC0, so no credit is required.
4. **Make 3 sound effects in jsfxr.**
5. **Build your game.** If you get stuck on code, see the AI coding tools in the AI Tools Kit (starterloot-ai-tools-kit.pdf).
6. **Ask 3 friends to play it.** Fix the one thing all of them hit.
7. **Export for web and upload it to itch.io.**

What is in this pack

- **README.pdf:** this page.
- **free-assets-and-tools.pdf:** free art, sound and tools, with license notes from each official site.
- **starterloot-ai-tools-kit.pdf:** our AI tools kit for Godot, Unity, Unreal, Roblox, browser games and no-code.
- **first-game-checklist.pdf:** a one page scope checklist. Print it and tick it off.

Links: Godot godotengine.org/download · Tutorial docs.godotengine.org · Kenney kenney.nl/assets · jsfxr sfxr.me · itch.io itch.io

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