

Here's how to get started with your game engine of choice!

First, install the relevant .ZIP from the releases page:

<https://github.com/GDACollab/Microgame-Jam-GHGT-Framework/releases>

Then, follow the relevant guides for installing:

UNITY

 Unity Microgame Jam Extention Documentation

GODOT

 Godot Documentation [Updated for Godot 4]

(GODOT 3)  Godot Microgame Jam Documentation [Slideshow]

CONSTRUCT 3

 Construct 3 Microgame Jam Extension Documentatio...

GAMEMAKER STUDIO 2

 GameMaker Studio 2 MicroGame Jam Ho...

JAVASCRIPT

 [JavaScript MicroGame Jam How-To!](#)

PICO-8

 [Pico-8 Microgame Jam Extension Documentation](#)

TWINE (HARLOWE STORY FORMAT)

 [Twine Extension Documentation](#)