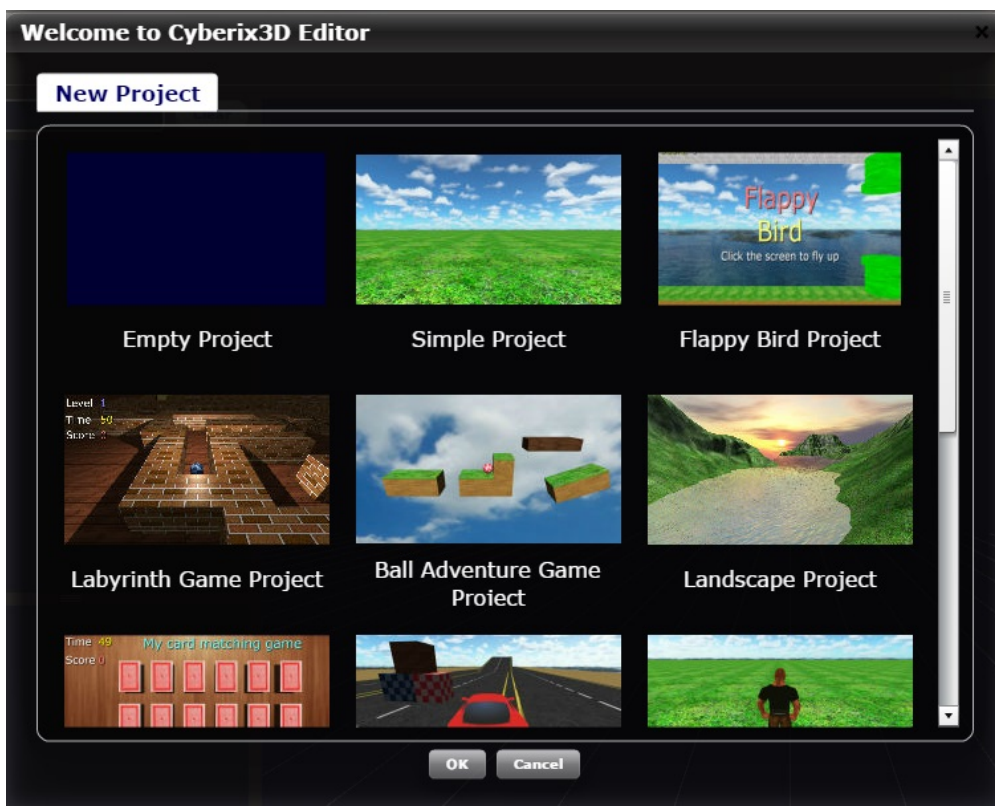# Welcome Screen

When the editor starts a Welcome Screen will be shown to let you choose a game template or an empty project

- **Empty Project** — An empty new project

- **Simple Project** — A first person game with ground and sky. This project especially fits to open world first person or parkour first person games.

- **Flappy Bird Project** — The popular flappy bird game. You can edit the levels, choose your own background and change the bird to another model.

- **Labyrinth Project** — A demonstration of a LABYRINTH game. You can edit and add more levels.

- **Ball Adventure Game Project** — Ball adventure game. You can edit and add more levels, change the textures and add obstacles.

- **Landscape Project** — A first person exploring terrain game. You can edit the terrain, change the terrain's texture and add stuff.

- **Card Matching Project** — A card matching game project. You can change the texture of the card, the background and the titles.

- **Car Demo Project** — A simple car game with a track. You can build your own track and change the car model. You can also add some objective like getting to the checkpoint in time or add opponents with simple AI.

- **Third Person Adventure Project** — A Third Person Adventure game template. You can add levels and objects to the maps. You can also add game objectives and enemies.

- **Character Adventure Game Project** — A Character Adventure game template. You can add levels and objects to the maps. You can also add game objectives and enemies.

- **FPS Game Project** — First person shooter game template. You can build your own maps and add custom enemies and weapons. You can also add game objectives like door keys and pazels.

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MORE INFORMATION

- Control bar
- Editor-Menu
- Game Area
- Gizmo
- Workflow

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