Create a Project in Flutter and Add Flame

In this chapter, we are going to learn how to create a Flutter project and add the necessary base library to develop our 2D games using Flutter; therefore, it is a chapter that you should refer to every time we create a new project in later chapters.

Let's start by creating the project that we will use to create the application:

```
$ flutter create <ProjectName>
```

Once the project is created in Flutter, we change to the project folder:

```
$ cd <ProjectName>
```

And we add the Flame library:

```
$ flutter pub add flame
```

Finally, we open VSC or the editor you use to develop in Flutter; for this, you can do the manual process (open the project we created earlier from VSC) or use the VSC command (in case you have it configured):

```
$ code .
```