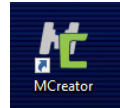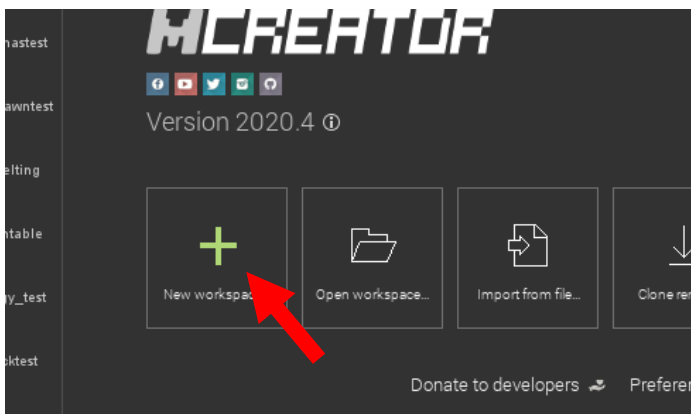# Making a new project

In this workshop, we will learn how to make a new project in MCreator. Project is a place where all elements of the mod are remembered.

1. Open MCreator

The first step is to open MCreator. We do this by clicking on MCreator icon on the computer.
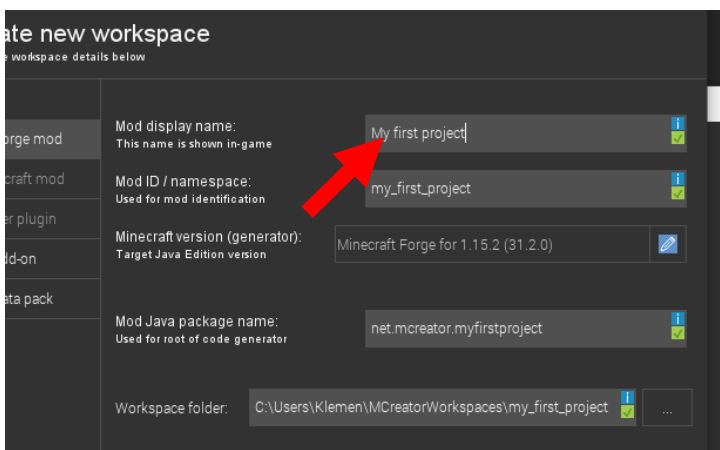

After MCreator opens, we click on the + button to make a new project.

2. Name your project

After you click on the + button, the window asking for project name will open. Enter your name in the marked box.
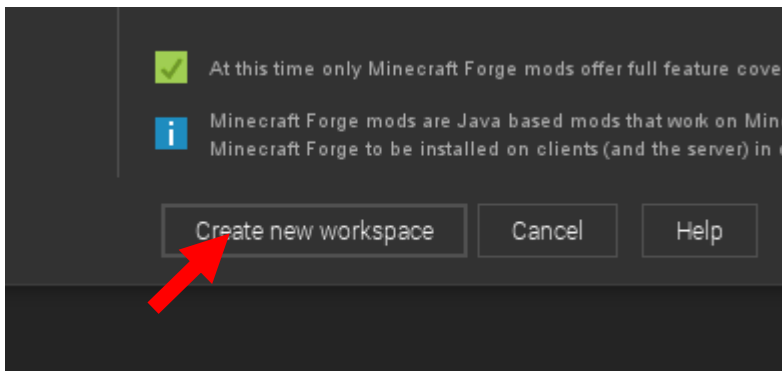

You only need to enter the name of the project; all other inputs will be filled out for you.
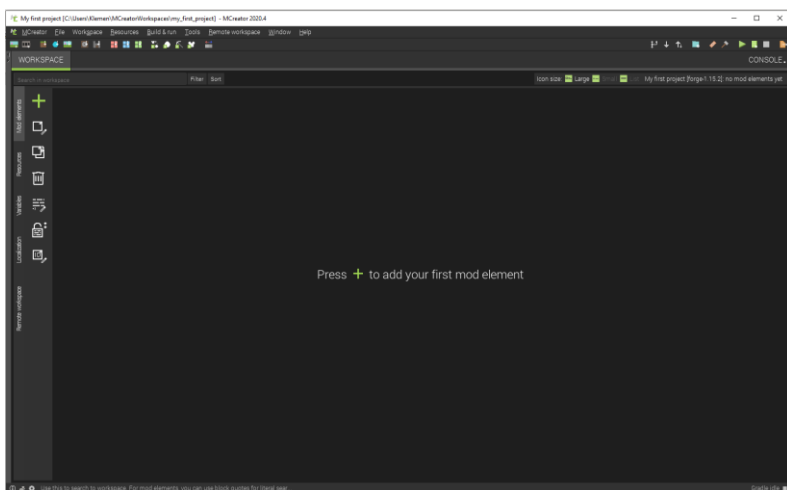
3. Create your project

The last step is to store your project on the computer. To do this, click on the »Create new workspace« button.

After you press this button, a new window will open and MCreator will take some time to prepare your project for work.

After it is done, you will see your project window, that is empty at this point, waiting for your elements to be added.

4. Next steps

Look around the window that opened and try to guess what you can do from there. Think about the things you could do with options and suggest some mod ideas.