

SHIFT

2026

[TRACK CODE] · Vibe Coding Portable Web Objects

Turn Storyline and Rise into repeatable, high-engagement games. Rachel Weiss, EM Designs.

SHIFT HAPPENS. LEAD IT.

Objectives & Deliverable

[TRACK
CODE]

By the end of this block, you will have:

- 1 A playable game you built with Lovable, packaged as a web-object folder
- 2 That game inserted in Storyline or a Rise Code Block, published to test
- 3 Your own dragon-flight quiz game started, with your questions in it

Framing time: first 10–15 minutes only. Everything after this slide is build time.

Build Along: Step 1

Get set up

Do this now:

Open emdesigns.ai/shift-summit on your laptop. Create a free Lovable account (lovable.dev) if you haven't already. Everything we use today lives on that one page.

Watch for:

Verification emails can be slow on conference wifi. If Lovable stalls, keep the page open and pair up with a neighbor for now.



5 min

Time on this step

Checkpoint:

The session page is open and you can log in to Lovable.

Build Along: Step 2

Paste the Lovable prompt

Do this now:

On the session page, hit Start here: copy the Lovable prompt. Paste it into Lovable and let it build. Yours may come out different from mine. That is vibe coding.

Watch for:

If the game comes out weird, tell Lovable what to change in plain language. You are directing, not programming.



10 min

Time on this step

Checkpoint:

A playable game is running in your Lovable preview.

Build Along: Step 3

Download the folder

Do this now:

Click Download codebase in Lovable. You get a zip with the web-object folder inside. That folder is your game.

Watch for:

Can't find the download, or your build went sideways? The ready-made zip is on the session page. Nobody gets stuck today.



5 min

Time on this step

Checkpoint:

You have the zip saved somewhere you can find it.

CHECKPOINT 1

By now, you should have:



A Lovable account and a game running in preview



The codebase zip downloaded



The session page still open (you will need it)

Behind on time? Grab the ready-made Tetris zip from the session page and keep moving with us.

Build Along: Step 4

Put it in your course

Do this now:

Storyline: Insert > Web Object, point it at the unzipped folder. Rise: add a Code Block and upload the zip. Then publish to test.

Watch for:

Storyline wants the folder, Rise wants the zip. Mixing those up is the number one snag in this step.



15 min

Time on this step

Checkpoint:
Your game plays inside a published course.

Build Along: Step 5

Fly the dragon

Do this now:

Play Dragon Flight on the session page (5 min). Peek at how it was vibecoded (10 min). Then hit Start the workshop and begin your own build with your four questions (15 min).

Watch for:

The workshop page is fully self-paced. Wherever you get to in the room, you can finish at home.



30 min

Time on this step

Checkpoint:

Your own dragon-flight build is started with your questions.

CHECKPOINT 2

By now, you should have:

☐

A game living inside a Storyline or Rise course

☐

Your dragon-flight build started

☐

You know where the deeper path and the PWO Generator live

Behind on time? All good. Every step is written out on the session page, self-paced.

Pick your path

NEXT

Three ways to keep building after today:

- 1 Build it fast: the Lovable folder, what we did today
- 2 Build it deeper: Figma Make or Base44 plus Replit, in your toolkit
- 3 Don't build at all: the PWO Generator, free on emdesigns.ai

Everything, including these slides, lives at emdesigns.ai/shift-summit.

What You Built

Vibe Coding Portable Web Objects

Before you leave the room:

1. Publish your course or save your game zip somewhere real, not your Downloads folder
2. Bookmark emdesigns.ai/shift-summit. Everything from today lives there
3. 60-second share-out: what is the first thing you will turn into a game?

Where to get help after today: rachel@emdesigns.ai, or find Rachel Weiss on LinkedIn