

Today's Build: The Lovable Folder

Follow-along quick steps. We build this one together; the full 3-methods guide is on the page for later.

1

On your laptop, create a free Lovable account.

Go to lovable.dev. Free, nothing to install.

2

Paste the Lovable Game Prompt and let it build.

Grab it from this page (Copy prompt). Yours may look a little different, that is vibe coding.

3

Ask Lovable for the embeddable dist zip, then download it.

That zip is your portable web object.

4

Drop it into your course.

Storyline: Insert > Web Object > the unzipped folder. **Rise:** Code Block > Upload project > the zip (keep `index.html` at the root).

5

Publish to test.

Storyline > Review 360; Rise > Preview. Web objects do not show in the editor preview.

6

Change questions any time, no rebuild.

Edit `questions.csv` next to `index.html`: keep the headers, 0-based answers, and the filename.

If you fall behind, grab the ready-made game zip from the page and jump back in at step 4.