THERE IS NOTHING

- Manual -

General Information

THERE IS NOTHING - A 2D platformer game with a complicated and mysterious story. Adventure through 17 normal levels, 4 boss levels, and plenty of storyline cutscenes, and you might discover a secret or two before the end…

Running/Compiling

Running from Source Code:

Make sure you have Python installed on your device. If not, <u>you can download it here</u>. Once you have Python set up, open Command Prompt (right click on the Windows icon in the bottom left and click Command Prompt) and navigate to the folder which contains the source code (Using the command `cd [directory path]`). Run the command `py -m pip install -r requirements.txt` , which should install all necessary modules for you to run the game. Next, run the command `py run.py` which should run the game.

Compiling into an Executable:

Follow the steps above to install a Python interpreter and to navigate to the source directory. Next, type `py -m pip install pyinstaller` to install the PyInstaller module, which we will be using to compile the game into an executable file. Finally, type `py -m PyInstaller run.py --onefile --noconsole --icon="res/ui/icon.ico"` This will package the game into an executable file, located within the newly created "dist" folder. To actually make the executable file run, you will need to copy the "res" folder and the "data" folder into the "dist" folder. These contain the necessary images and game information to allow it to run properly. Now, run the executable file and it should work! (If you don't want to compile the game manually, it comes with a pre-compiled executable file)

Features

Main Menu:

The main menu of There Is Nothing has many features, such as a level selector, a restart button that resets your save file, a continue button which brings you to the last level you haven't completed, and a speedrun button, which allows you to speedrun the game with an inbuilt timer. Speedrun mode requires you have reached one of the two possible endings in the game to unlock it. On the far left is a settings button, which brings you to the settings menu, pictured below.

Settings Menu:
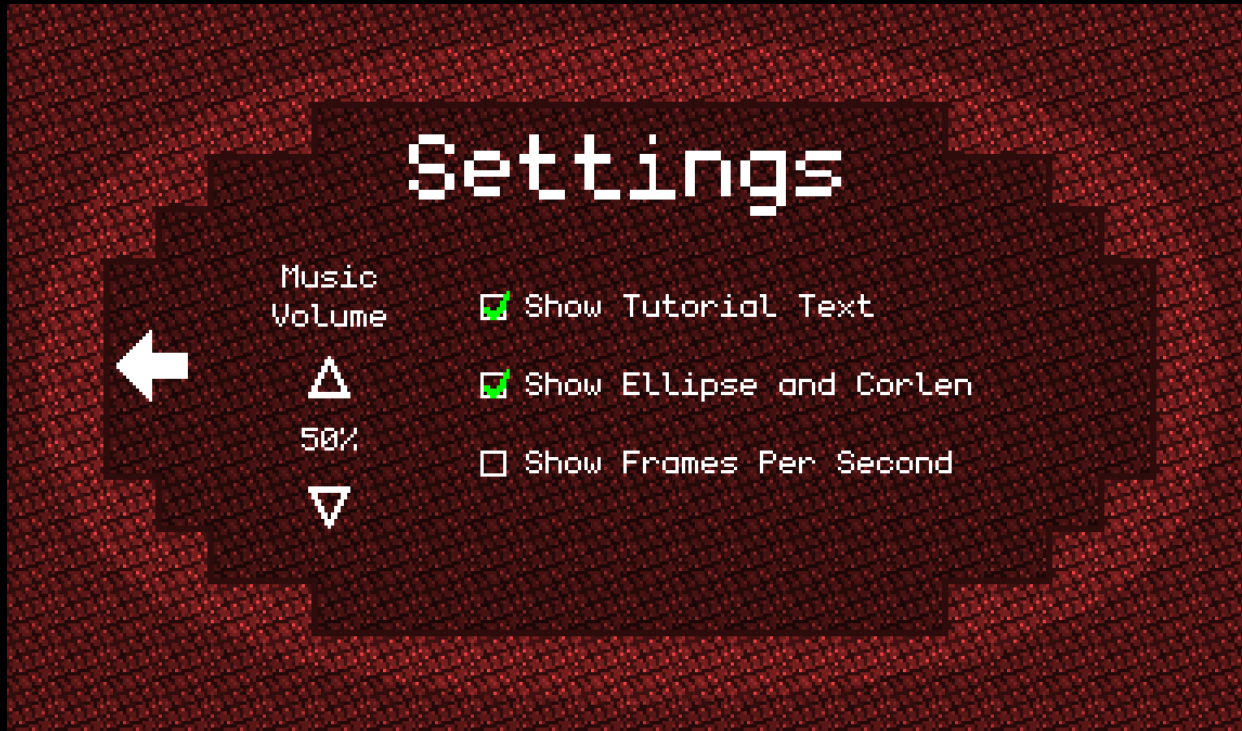
The settings menu of There Is Nothing allows you to change the music volume and toggle several options in the center. "Show Tutorial Text" allows you to toggle text that appears in normal levels, typically for tutorial purposes. "Show Ellipse and Corlen" allows you to toggle the displaying and updating of Ellipse and Corlen in normal levels (not in cutscenes), where the two characters follow you continuously. "Show Frames Per Second" allows you to toggle the FPS counter in the top right of the screen. If turned on, it looks like this:

Pause Menu:

The pause menu can be accessed in any room in the game by pressing escape or by clicking the double vertical bars in the top left corner. It has three options, one that allows you to resume, one that restarts the level you are currently in, and one that takes you back to the main menu. In the top right of the menu you can see the current level you are in and the room of the level you are in (rooms are each screen in any given level). If you are in a cutscene, it will simply display "Cutscene".

Gravity Line:
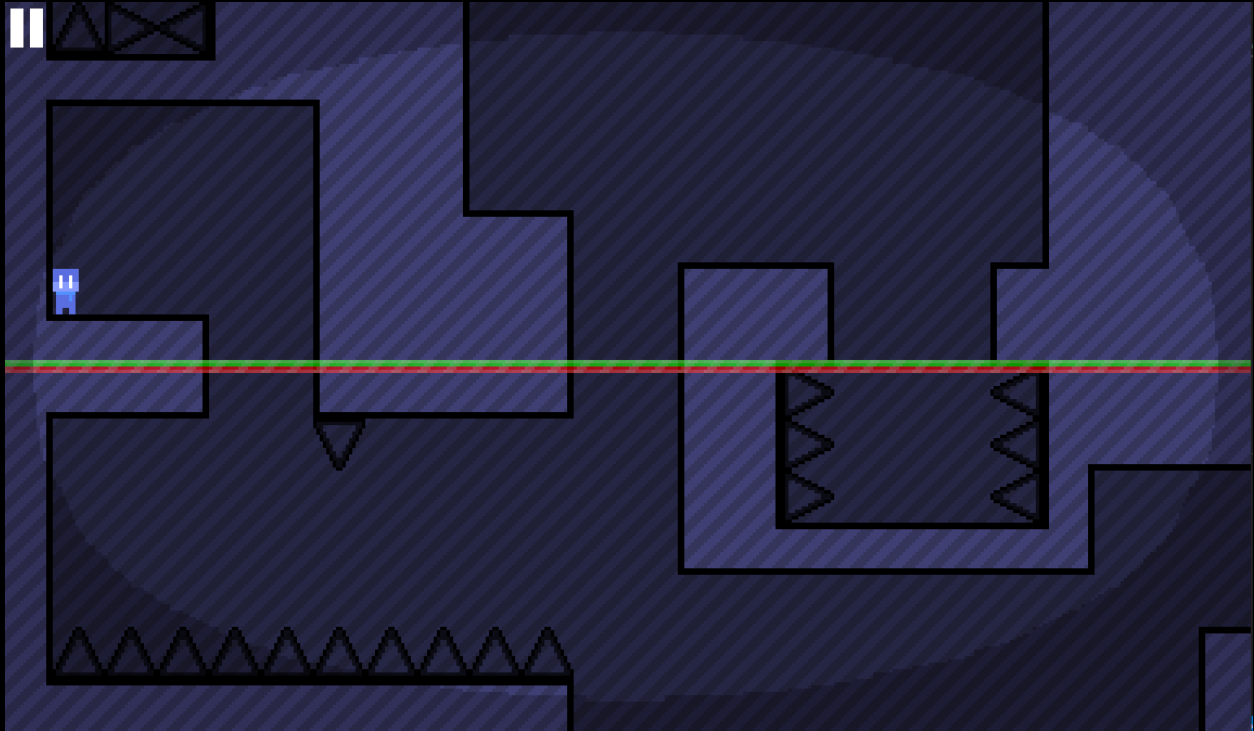
The gravity line appears in the middle of all non-cutscene levels. In the earlier levels, it always pulls the player toward it, no matter which side you are on. For example: When above it, you will fall down towards the center. When below it, you will be pulled upwards. In later levels, however; you can find the gravity orb which reverses the pull of the gravity line and makes it repel the player away from it. Use these mechanics to your advantage throughout all of the levels!

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Crystals:

One crystal appears in every non-cutscene level. You can collect them by standing on them. The main menu shows whether or not you have collected the crystal in the level using the level selector.
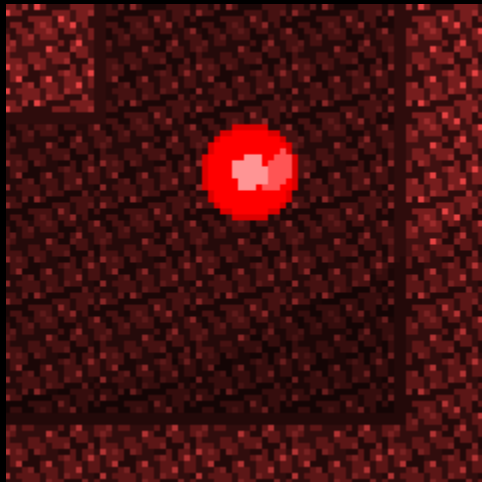
Spikes:
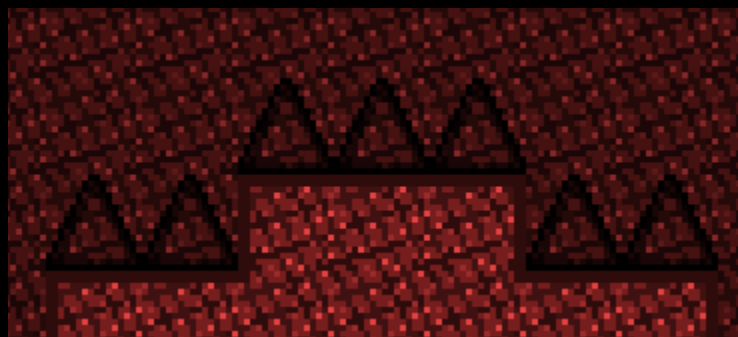
Spikes appear everywhere! Do NOT touch them. Doing so will bring you back to the start of the level you were on.

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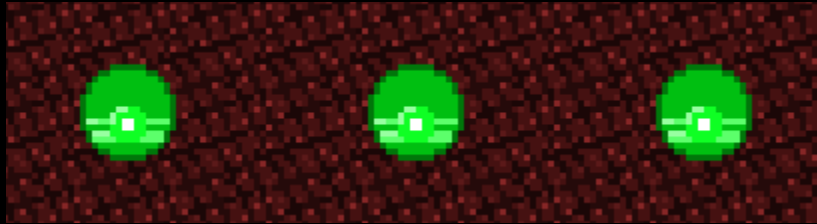
Jump Orb:

Jump orbs give you an extra boost, but you must tap jump again while you are touching it, or else it will not activate.

Gravity Orb:

The gravity orb inverses the pull of the gravity line. If the gravity line was pulling you toward it and you touch a gravity orb, it is now pushing you away from it, and vice versa. NOTE: Unlike the jump orb, you do NOT need to press jump again while you are touching the gravity orb, as long as the player character is touching it, it activates.

Button:

The button appears in later levels, and if you touch it, it changes the y-axis position of the gravity line. Pressing it again brings the gravity line back to where it started.

Player:


The player character is the strange blue humanoid you play as! It does not have an official name yet, and it cannot speak.

Corlen:

Corlen, the zero-dimensional yellow dog, is one of your two companions who will travel with you through this adventure. Corlen talks the most out of any character in the game.

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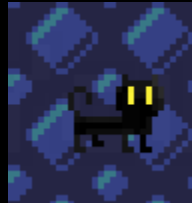
Ellipse:

Ellipse, the mysterious black cat, is the second of your two companions. She doesn't talk much, but when she does, you should listen to her.
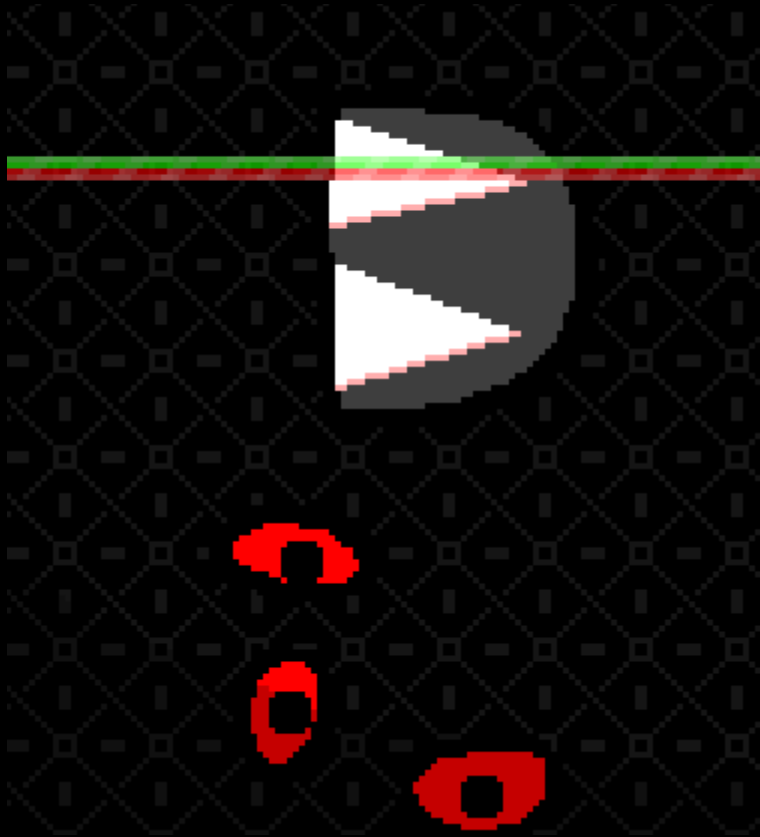
Belloq Boss:

The Belloq boss is the first boss you face off against. It can shoot laser beams from its eye as it chases you. Avoid those!

Big Bite Boss:

The Big Bite boss is the second boss you face off against. It randomly appears throughout the level and you have to avoid bumping into it while it is at full opacity, or else…

Red Stare Boss:

The Red Stare boss is the third boss you face off against. It can fire its mouth at you, so watch out.

Cutscenes

Cutscenes appear sporadically throughout the game.
When dialogue appears, press enter to continue.

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