

# BiSchemes Player Guide

## Controls

The player can control their stickman sprite using the arrow keys: LEFT and RIGHT causing leftwards and rightwards movement respectively; and UP to jump.



The player jumping and the player running right.

When beside certain interactable (see The Environment) they can press 'e' to interact. Such interactions can allow the player to pass through portals and pull levers.

When in the level browser UI the player may zoom in/out using the mouse scroll wheel and may move their view of level map by holding mouse click and moving the mouse. Levels may be selected for play by clicking on the rectangular level buttons.

## The Environment

Whilst the extensible nature of BiSchemes' level design means there is an endless different number of objects which may appear in the player's surroundings, there are several common (pre-set) objects which will appear:

Levers are simple objects which, when interacted with, will change the state of other objects.

Blocks are rectangles which the player can push around, using them as stepping blocks to reach high places or pushing them out of the way as an obstacle. Some Blocks start out locked, preventing them from being pushed; a Lever can be used to undo this locked state.

Doors are obstacles denoted with a Lock symbol, when the correct Lever in the room is pulled the door will open.

Spikes are obstacles which cause the player to teleport back to the room's spawn point upon contact.

Portals are the key object in BiScheme, when interacting with a Portal, the player is teleported

to the other side and their colour is swapped to the colour of the portal, allowing them to suddenly be able to pass through the solid geometry that they were stood on before whilst being unable to pass through the geometry they were stood in.



A player beside a Lever and a locked Block.



A player beside a Lever and an unlocked Block.



A player using a Lever to open up a locked door.



A player beside a Portal to teleport them between the yellow and grey geometries.

## Level Creation

A player may create new levels by following the "BiSchemes Level JSON Guide" and adding the created level files to the levels/ directory. These levels will be read by the game on startup and added to the level browser UI to be selected and played.