

A BITSY HANDOUT

Link to this handout: <https://github.com/rahji/bitsy-handout>

Link to the Bitsy 8 editor: <https://ledoux.itch.io/bitsy> (and a link to the old Bitsy 7 editor <https://bit.ly/olddbity>)

Bitsy 8 adds features like sound and music, but the editor has some bugs currently. Also some of the stuff below won't work in version 8. I recommend using Bitsy 7 for now.

Beginner Tutorials

- A super basic intro from the Video Game Museum <https://github.com/rahji/bitsy-handout/blob/main/archive/GettingStartedwithBitsy.pdf>
- Clair Morwood's tutorial <https://www.shimmerwitch.space/bitsyTutorial.html>
- Slides from nywf talk <https://static1.squarespace.com/static/58930a6c893fc0a33ae624db/t/5bacd94ac83025ead3937071/1538054510407/BITSY-WORKSHOP.pdf> includes information about adding audio and some links to games
- Bitsy Wiki https://bitsy.fandom.com/wiki/Bitsy_Wiki
- A workshop worksheet <https://zeroday.camp/wp-content/uploads/2018/09/Bitsy-Guides.pdf>

More Tutorials

- Bitsy variables tutorial <https://ayolland.itch.io/trevor/devlog/29520/bitsy-variables-a-tutorial>
- Even more in-depth information about variables <https://paolojcruez.itch.io/anon/devlog/22949/anon-post-mortem-notes-on-using-variables-in-bitsy>
- Great information about how to use dialogs <https://cephalopodunk.itch.io/bullshit-fish-names/devlog/23122/time-for-some-rambling-about-dialog>
- Bitsy FAQ https://docs.google.com/document/d/1jRz3wgkQU3kZN_LGChw4UIMWhVoc145J-euBtkr7NeE/edit includes how to edit Bitsy code to have more colors, extra animation frames, etc.
- Really advanced info <https://seansleblanc.itch.io/torch/devlog/44317/ok-wait-but-howd-you-do-that-in-bitsy> describing how Sean Leblanc made his Torch game <https://seansleblanc.itch.io/torch>
- A playlist of the Bitsy video-tips I've made so far <https://youtube.com/playlist?list=PLNE1nfKgKSv7cR7QG7llu-nEMHiVQsGNM>

Hacks

- Sean Leblanc's Bitsy Hacks GitHub Repo <https://github.com/seleb/bitsy-hacks> includes instructions for how to install hacks via cut-and-paste
- Borksy <https://ayolland.itch.io/borksy> allows you to select and import hacks without cutting-and-pasting
- Bitsy-savior <https://aloelazoe.itch.io/bitsy-savior> is a Bitsy editor on your computer. It makes using hacks easier.

Tools and Resources

- Pixsy <https://ruin.itch.io/pixsy> changes image files into Bitsy rooms!
- Fontsy <https://seansleblanc.itch.io/fontsy> allows you to edit the default Bitsy font
- Adding background sound to a game <https://candle.itch.io/bitsy-audio>
 - A web interface to the Bitsy muse hack (which can be found in Sean's Bitsy hacks) <https://kool.tools/bitsy/tools/bitsymuse-ui/> also allows *per room* audio
- Tracery tutorial <http://www.crystalcodepalace.com/traceryTut.html> for algorithmically generating text/dialogue (see also Sean's Bitsy Hacks)
- Sean Leblanc's page <https://seansleblanc.itch.io/> includes a list of other tools they've made for Bitsy
- Bitsy Dungeon Tiles <https://enui.itch.io/bitsy-dungeon-tiles> free-to-use tiles for a dungeon game
- Pixlart <https://www.pixlart.com/> is a drawing tool for tiles and sprites. There's even a mobile app
- Draw a grid of tiles with Pixlart (above) and use Tilesy <https://ruin.itch.io/tilesy> to turn them into Bitsy tiles!

Discussion

- It used to happen in the (now read-only) Bitsy Talk discord server: <https://discord.com/invite/9rAjhtr>
- Official discussion now happens in the itch.io community: <https://ledoux.itch.io/bitsy/community>

Writing About Bitsy

- *How small game makers found their community with Bitsy* <https://www.rockpapershotgun.com/how-small-game-makers-found-their-community-with-bitsy> includes game examples

Games

Lists of Games

- itch.io list of Bitsy games <https://itch.io/games/tag-bitsy>
- *Enormous* list of Bitsy games <https://docs.google.com/spreadsheets/d/1eBUgCYOnMJ9REHuZdTodc6Ft2Vs6jXbH4K-blgL9TPc/edit#gid=0>
- Sean Leblanc's Games <https://seansleblanc.itch.io/>

Some Selected Games

- I Am Working <https://boticelly.itch.io/i-am-working> critique of life as a game developer
- Roomba Quest <https://st33d.itch.io/roomba-quest> adventure game
- An autobiography <https://rhythmlynx.itch.io/wip> linear narrative of someone's journey creating Bitsy-type games
- I Wonder <https://seansleblanc.itch.io/i-wonder> a super short game in which the avatar is a thought bubble
- Silence Would Be Better <https://cephalopodunk.itch.io/silence-would-be-better> in which you tune a radio
- Novena <https://haraiva.itch.io/novena> a poem
- Junk Shop Telescope <https://cephalopodunk.itch.io/junk-shop-telescope> a mini sci-fi game

Examples of Games using Clever Techniques

- Little Legs <https://cephalopodunk.itch.io/little-legs> has a very clever use of dialogs (described in dialogs tutorial linked above)
- Cat game <https://cephalopodunk.itch.io/stacotmam> that is also referenced in the dialogs tutorial
- Maze The Ritual <https://beelzebub.itch.io/maze-the-ritual> features a Wolfenstein-like 1st-person maze run and sound as well
- Lesbian Winter <https://digital-poppy.itch.io/lesbian-winter> features (and names) a bunch of hacks and, as such, has a different aesthetic than other Bitsy games

Claire Morwood's games

- Cat's out of the Bag! <https://shimmerwitch.itch.io/cats-out-of-the-bag>
- Sojourn <https://shimmerwitch.itch.io/sojourn>
- Snowlapse <https://shimmerwitch.itch.io/snowlapse> make for Bitsy Snow Game Jam
- Limbo Train <https://shimmerwitch.itch.io/limbo-train>

Miscellaneous Links

- Calendar of all game jams <https://itch.io/jams>