

Getting Started with Bitsy!

Sometimes you can have the most creative fun with the LEAST complicated tools! When you have less things to worry about, that can help us focus on making smaller things as awesome as possible!

What is Bitsy?



Bitsy is a game-creation tool made by Adam Le Doux, that allows you to make tiny worlds and games for people to play in. It lets you use a very small amount of pixels, colours, words and commands to make amazing creations and it's really easy to use!

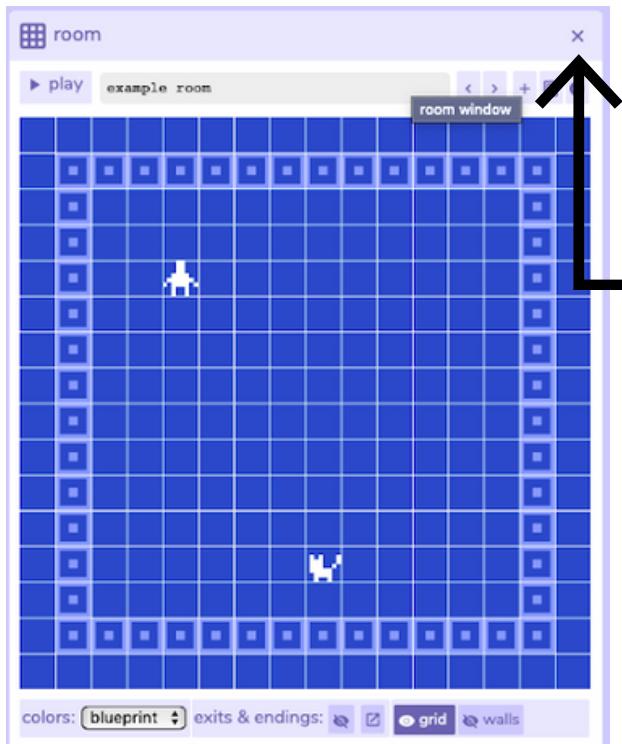
Like Twine or Scratch, Bitsy is a free tool that anyone can use. You use Bitsy in a web-browser on your computer.

You access it here : <https://ledoux.itch.io/bitsy>

When you first open it up, you'll see something that looks a bit like this... Don't worry if it doesn't look exactly like this when you open it!

<http://ledoux.io/bitsy/editor.html>

Bitsy has different tools that you can use to make your game with and you can turn them on and off as you need them. At the moment there are lots of tools open, so let's try opening and closing those!



If you find that your window is getting too crowded with too many tools, click in the 'X' in the top right hand corner to close them down.

Try that now, click the 'X' and close down some of those windows!

After clicking 'X' it should disappear. Don't worry, we'll learn how to turn them back on again right now!

Opening your Tools

See at the top right, where it says 'tools' there is a little icon of a cog? Click there, and you'll see ALL the available tools pop up for you to select.

Bitsy Write your game's title here

about room exits & endings paint find drawing colors dialog inventory download record gif game data settings new game

tools

?

Cogs are often used in computer software to show tools or settings windows, why do you think that is?

Let's select three tools for now!

Bitsy Write your game's title here

about room exits & endings paint find drawing colors dialog inventory download record gif game data settings new game

tools

room

play example room

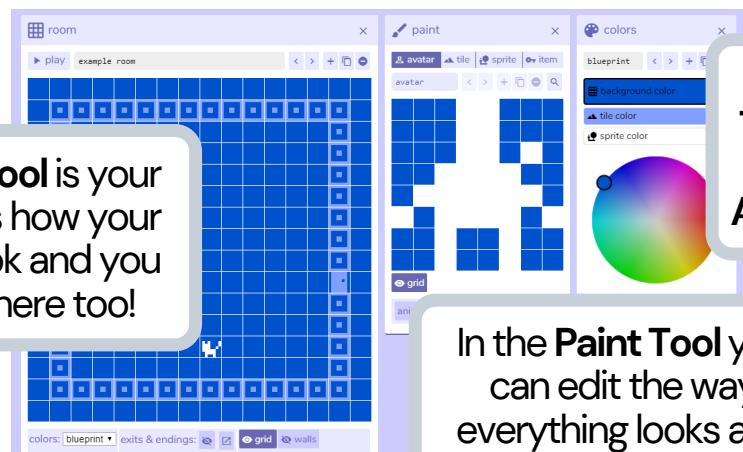
paint

colors

Room, Colors and Paint Tools

Your screen should now look like this!

The **Room Tool** is your game. This is how your game will look and you can test it here too!



Using the **Colours Tools** you can edit the colours of **Sprites**, **Avatars** and the **Room**.

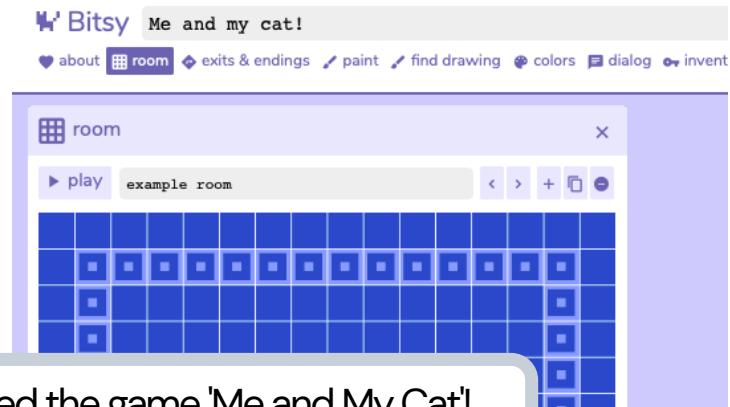
In the **Paint Tool** you can edit the way everything looks and create new things!

When you open Bitsy for the first time, there will already be a simple game open. You can delete this and start from scratch, but first let's try editing this game to see how it works!

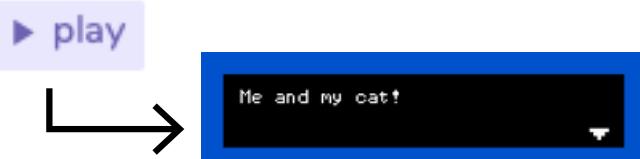
Naming Your Game!

First we can give our game a name! Try changing the name by clicking on '**Write your game's title here**' at the top of the page and typing a new name.

For now, we've called the game 'Me and My Cat'!
You can always change this name later!

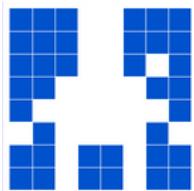


In the **Room Tool** you should find a **Play** button and you can use this to test the game! Press Play and you'll notice the title you chose appear in the game!



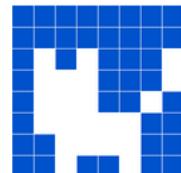
When testing your game remember to press **Stop** when you're ready to keep editing, otherwise you can't make new changes!





While you're testing the game, try playing it!
Using W, A, S, D or arrow keys on your keyboard to move around.

What happens when you walk up the cat?

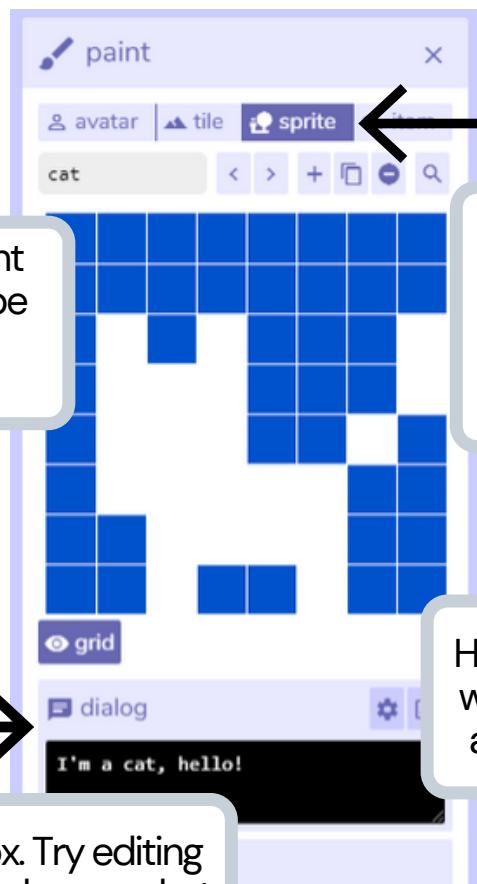


When you walk up to the cat, a **Dialogue Box** should appear. These boxes can be used to add instructions, conversations or tell stories in your videogame. Right now, it's being used like a speech bubble and the cat is talking to us (weird right?). Let's change what the cat is saying....

Adding & Editing Dialogue



Find the **Paint Tool**! Right now, the **Avatar** might be selected. This is your playable character!

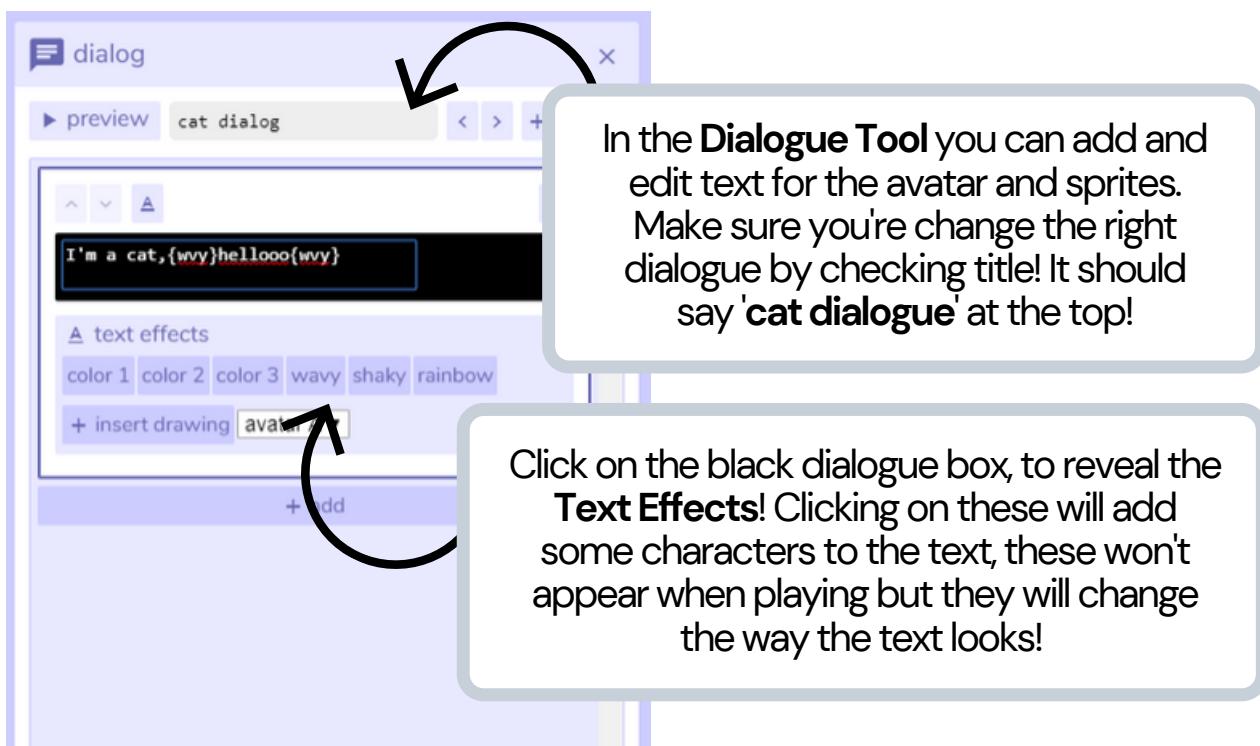


We need to select the **Sprite**, these are the other elements or characters in the game we can interact with!

Here we can edit the way the Sprite looks and what they say!

Here is the dialogue box. Try editing or adding to the text to change what the cat is saying. We added a 'hello'!

Once you've finished, try testing the game again to make sure the dialogue is working! Next, let's change the way the text looks and is animated. To do so, we need a new tool so lets open the **Dialogue Tool**...



Click on the black dialogue box, to reveal the **Text Effects**! Clicking on these will add some characters to the text, these won't appear when playing but they will change the way the text looks!

Let's make it wavy! Click on **wavy** and **{wavy}** will appear in the dialogue box.

The text you want to change must go between these characters, like so!

I'm a cat, {wavy} hello! {wavy}



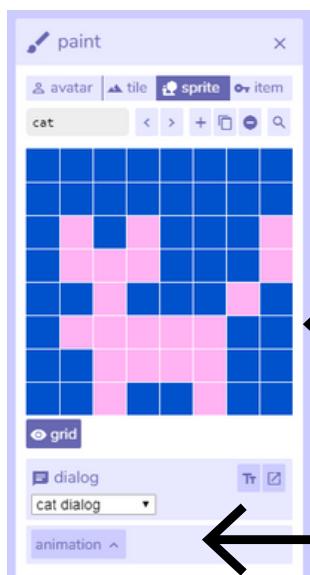
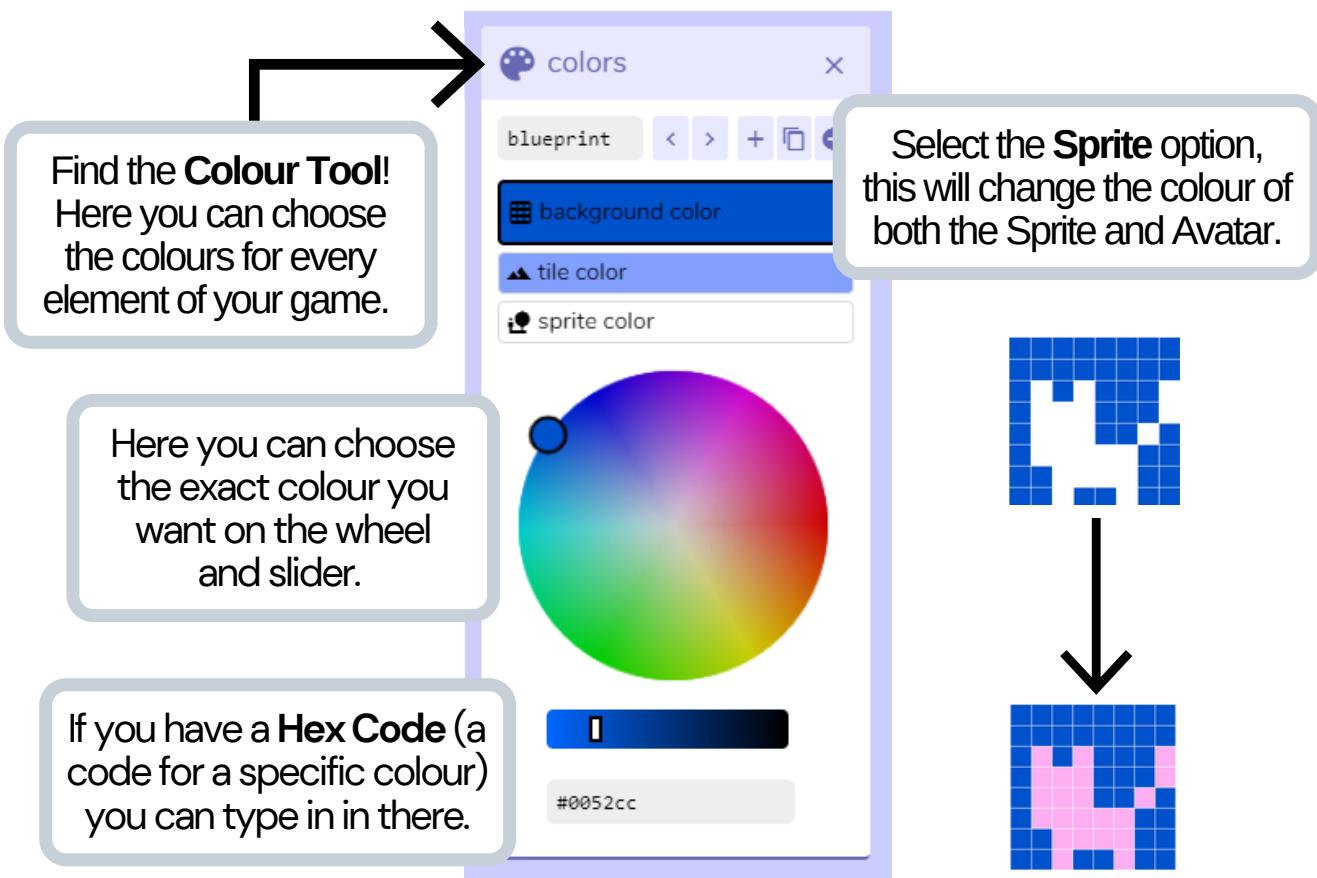
This should make the text animated and wavy, so test the game again to see how it looks! Have a go at trying other **Text Effects**, what do they do and which ones are your favourite?

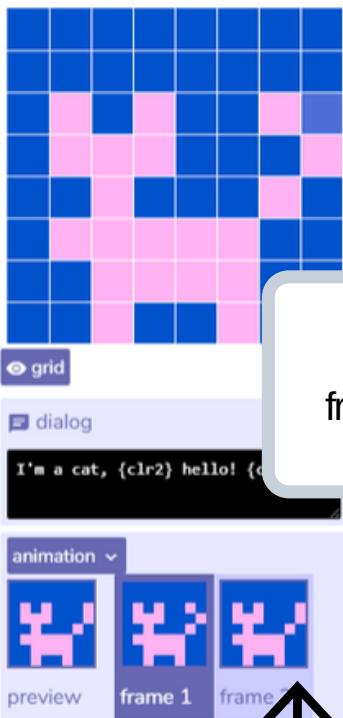
I'm a cat, **he**llot

I'm a cat, he~~llo~~t

Editing Avatars & Sprites

Now let's draw and edit some characters! Make sure the **Paint Tool** is still open and that **Sprite** is selected. We are going to edit this cat, so lets start with the colour!



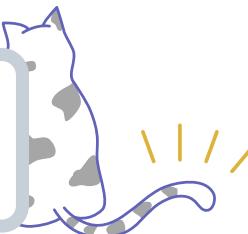


Adding Animation

In the animation controls you can see a **Preview Box**, **Frame 1** and **Frame 2**. Select one of these frames by clicking on it!

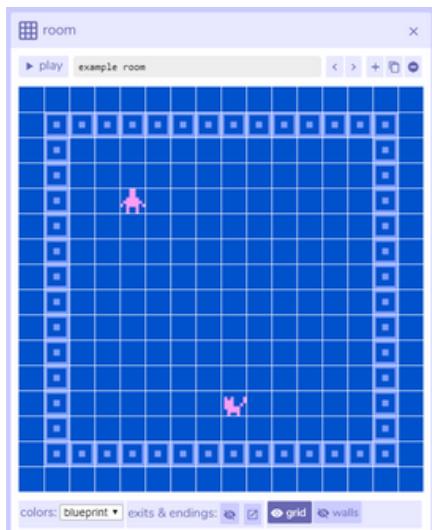
Try editing the sprite, you should notice the **Preview** start moving! There might only be two frames but you can make your characters come to life with very simple animations.

Here we have changed the cats tail to make it look like it's moving!

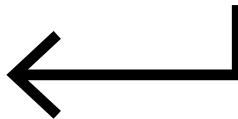


Once you've finished with the sprite, try adding another **Sprite** or edit the **Avatar**. Remember your Avatar is the playable character, so your players will be controlling them to explore the game!

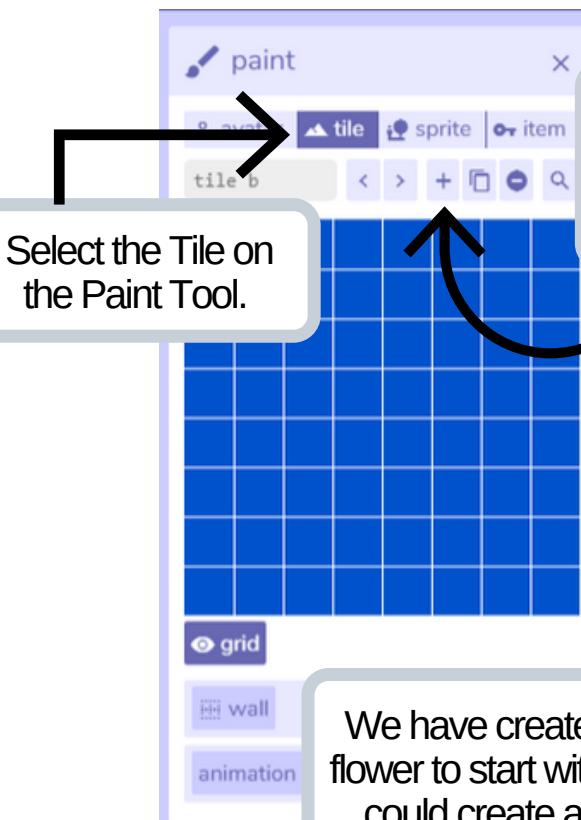
Adding Tiles & Walls!



Now that we've explored our Avatar and Sprites, take a look at our game. Right now our game looks like this!



We can use **Tiles** to change the way the environment looks in the game. Let's try making a new **Tile**!

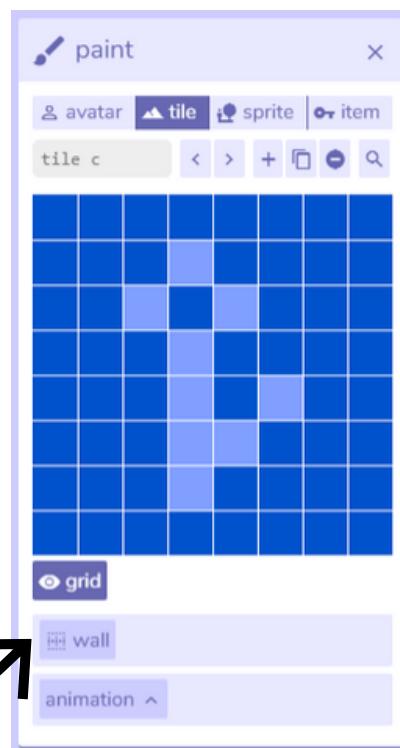


Add a new one by selecting + or switch between the Tiles you've made by clicking on the arrows.

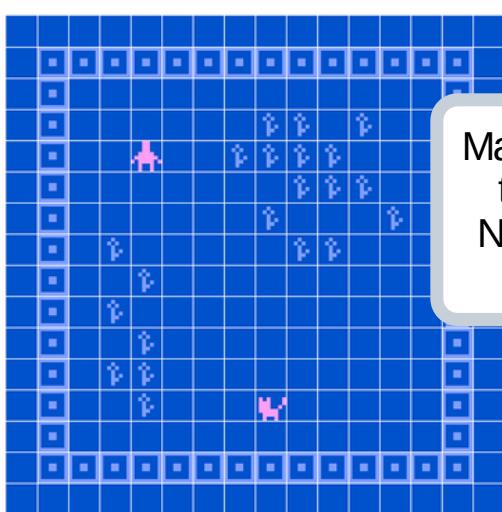
Just like the **Sprite**, you can edit the **Tile** by clicking on the squares and also add animation!

We have created simple flower to start with, but you could create anything!

You can decide whether the **Tiles** you create work as a **Wall**. This means that the **Avatar** cannot walk through it! Select the **Wall** button to turn this on and now we'll try placing the **Tile** in the **Room**.



Make sure that the **Tile** you want to place in the game is selected in the **Paint Tool**. Now place the **Tile** in the room by clicking on the squares in the **Room Tool**.

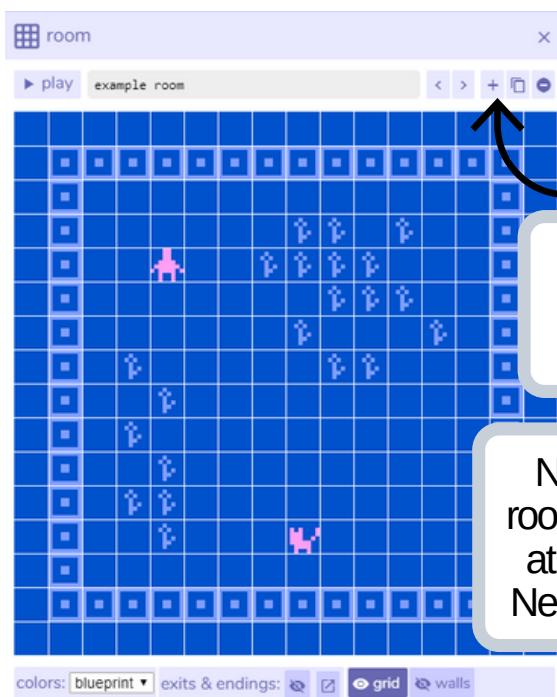


Test your game! Press **Play** and see what happens when the Avatar walks up to the Tiles you placed!



Exits & New Rooms

Well done for making it this far, we're nearly at the end of our tutorial so it is time to explore Exits & Endings! By using these you can add new rooms to explore and make an ending!



Let's add a new room for our avatar to explore. Press + on the **Room Tool**.

Edit the room in any way you like! The great thing about Bitsy is you can go back and edit at any point!

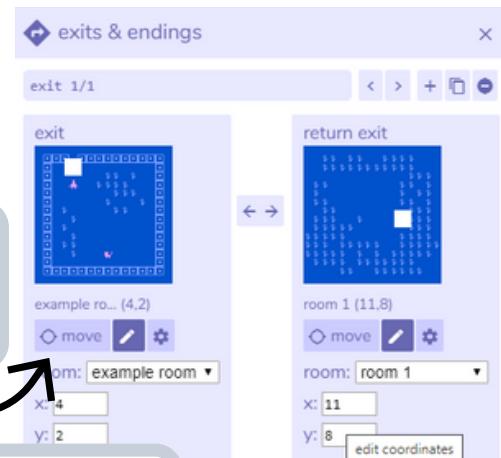
Now, head back to our first room by clicking on the arrows at the top of the Room Tool. Next we need to add an **Exit**.



Head to **Tools** and find **Exists & Endings**, click on it to open this Tool.



Select **+ Exit** to add a door between these rooms. You will see your two rooms appear with a white square - this is the location of the door.

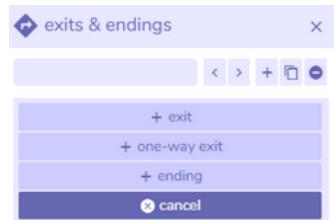


If you want to change where this is, select **Move** and click on the square in the Room Tool! You can place these over Tiles.



Try moving your avatar to the exit, you should find you appear in the next room!

The End...



Head back to the Room Tool and Select **+ Ending**. You'll see a box pop up in the **Room** with a **X**, if your Avatar moves here the game will end and a dialogue box will appear.



Like the **Exit**, you can move the **Ending** wherever you would like by selecting **Move**.

What would you the **Ending** to say? It could be a simple *'The End!'* or something more mysterious?

Change the **Ending** by editing the text in the **Dialogue Box**.

Making Your Game!

Now that you've explored some of the basic tools in Bitsy you can try creating your own game. If you get stuck, find some inspiration!

There is an amazing community of people who create amazing games on Bitsy (keep in mind people of all ages can make Bitsy games they won't all be suitable for all ages)! You can find a great list of Bitsy games [here!](#)



To start your game, head to Tools and select **New Game**. You can create interactive stories, games, art or whatever creative things you can come up with!

When you're finished remember to save! Head to Tools and Select Download. Here you can save your game as a HTML file, you can upload these to websites like ich.io to share with the world (just get permission from grown ups first!).