

CREATING A GAME WITH Bitsy

Bitsy is an online editing program that provides a platform for creating simple games using 3 colors, basic navigation and some dialog. The editor is available at: <https://ledoux.itch.io/bitsy>

COMPONENTS:

avatar



This is the main character that travels through the game rooms. Avatars can talk!

sprite



These are characters within the game that the Avatar can interact with. Sprites can talk.

tile



These are designs for individual blocks you will use to design your game rooms.

item



These are objects you can pick up along the way and add to your inventory.

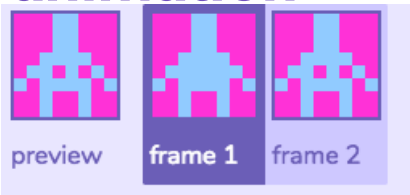
room

The room is the board your avatar will navigate through. You may place any of the sprites and items you create onto squares on the board. Use the tiles you design to create the room.

STEP 1: PAINT

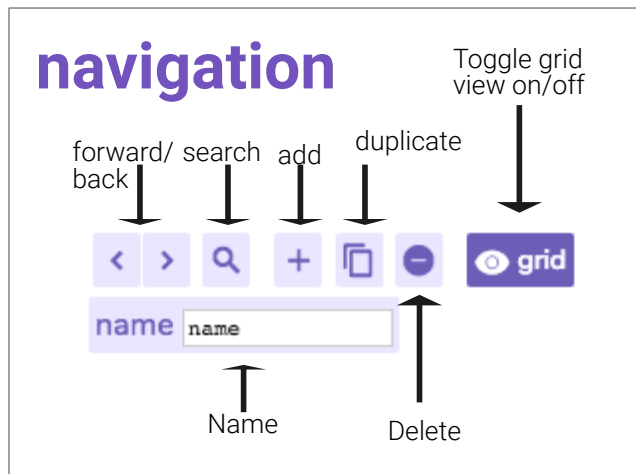
Use the Paint tool to create your avatar, sprites, tiles, and items. Click on the individual boxes to color/un-color each box.

animation



Create animated characters by changing selected boxes in frames 1 and 2.

navigation

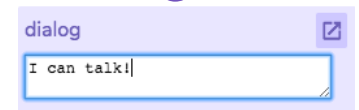


colors



Only two colors are available at one time however you can create many palettes using the "Colors" tool for different color combinations.

dialog

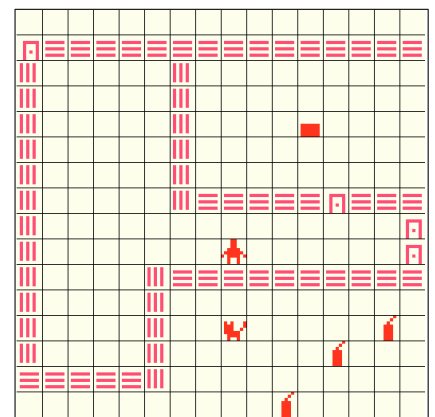


Some objects will show text when the avatar comes in contact with them.

STEP 2: CREATE THE ROOM

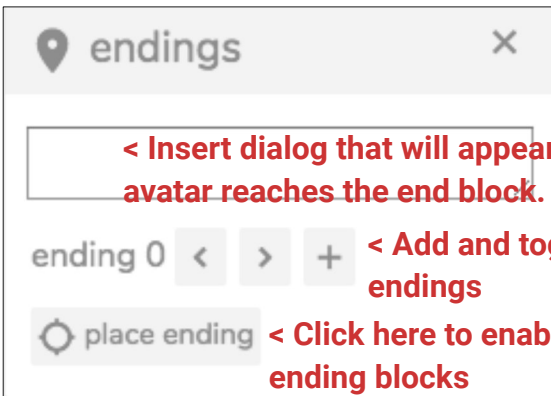
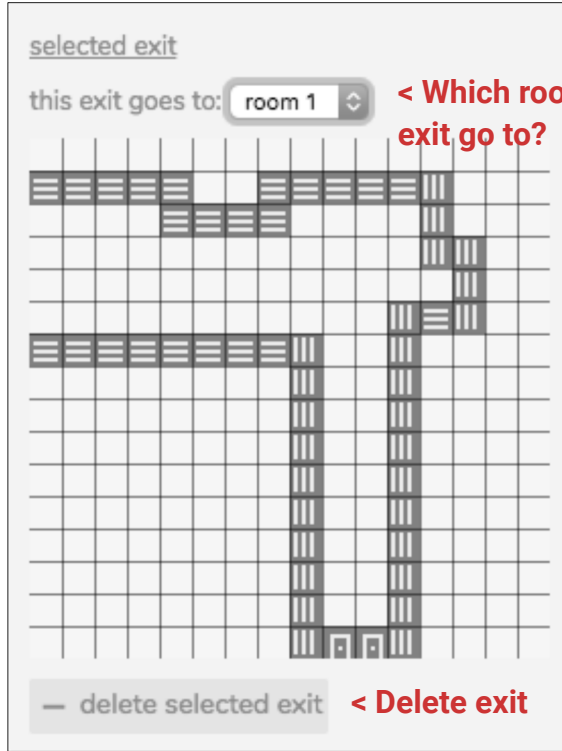
Using the "room" and "find drawing" tools: place sprites, tiles, and items on the grid as desired. Be sure to indicate locations for "exits" and "endings". Within the room tool, you can select the desired color palettes to use for this room.

** When designing the tile, indicating it as a wall, will stop the avatar from walking through it.



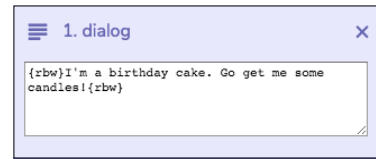
STEP 3: EXITS & ENDING

Use the Exits and Endings tool to create your avatar, sprites, tiles, and items. Click on the individual boxes to color/ un-color each box.



STEP 4: ADD DIALOG

Use the Dialog Tool to add text screens that appear when the avatar comes in contact with the item or sprite.



Dialog box will bring up a text box with some formatting options available.

```
{rbw}rainbow format{rbw}
```

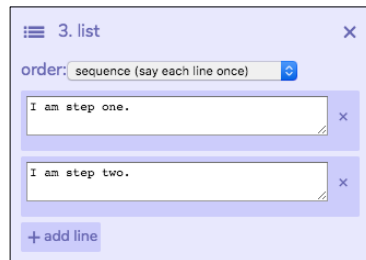
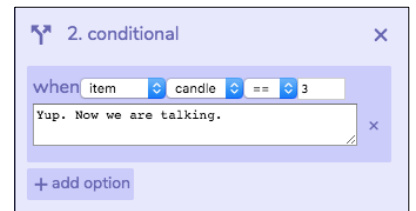
```
{clr1}text will reflect this color in the room palette{clr1} > same for {clr2} and {clr3}
```

```
{wvy}text will move in a wave{wvy}
```

```
{shk}text will shake{shk}
```

```
{shk}text will shake{shk}
```

Conditional box will bring up a text box only if conditions have been met.



List box will bring up a sequence of text boxes. The sequence can show once, be repeated, or randomly display.

STEP 5: TEST IT OUT & DOWNLOAD

Hit the **play** button to start playing your game.

Happy? **download** the game.

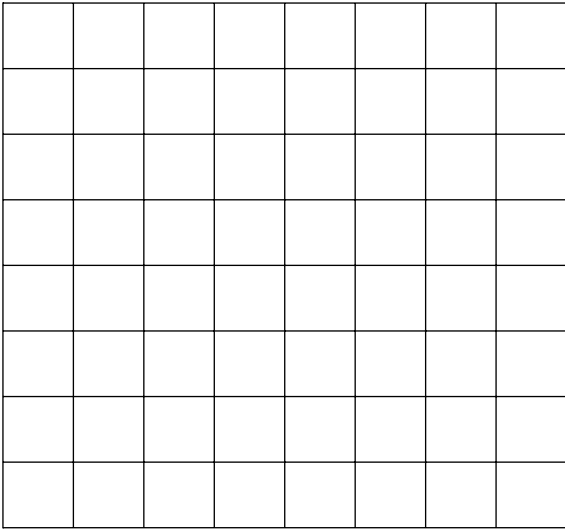
Download the game >

Upload a saved game>



DESIGN: SPRITE

Game Characters



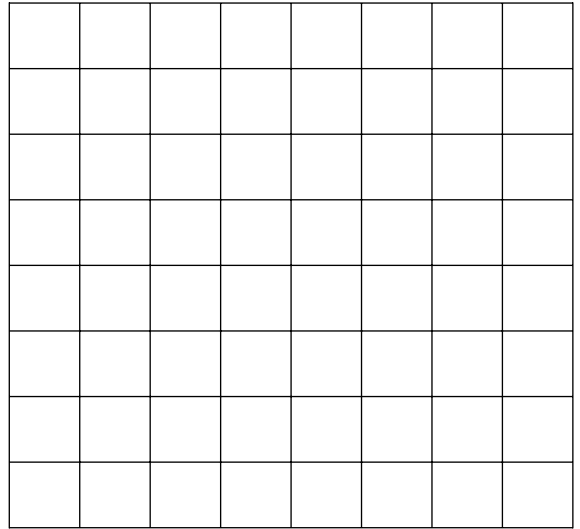
Dialog:

Name: _____



DESIGN: SPRITE

Game Characters



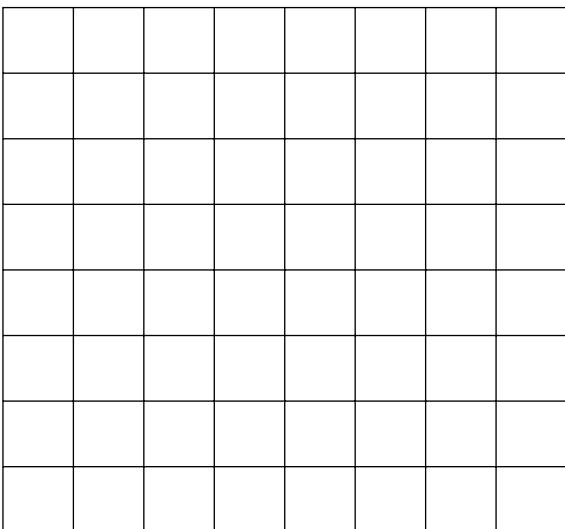
Dialog:

Name: _____



DESIGN: SPRITE

Game Characters



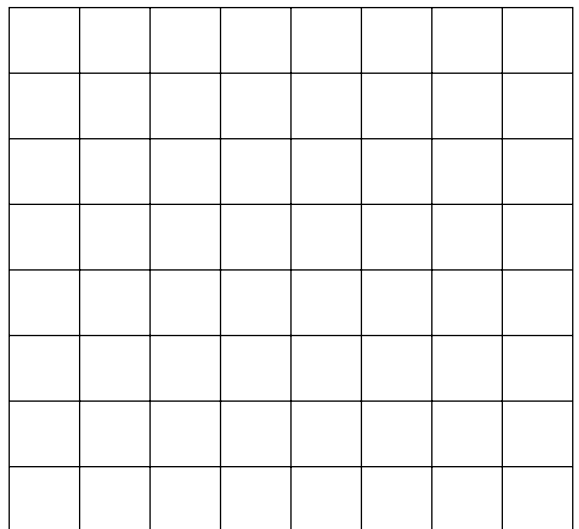
Dialog:

Name: _____



DESIGN: SPRITE

Game Characters



Dialog:

Name: _____



DESIGN: TILE

Your Background

Name: _____  Bitsy


DESIGN: TILE

Your Background

Name: _____  Bitsy


DESIGN: TILE

Your Background

Name: _____  Bitsy

DESIGN: TILE

Your Background

Name: _____  Bitsy

DESIGN: AVATAR

Your Character

Name: _____  Bitsy


DESIGN: AVATAR

Your Character

Name: _____  Bitsy


DESIGN: AVATAR

Your Character

Name: _____  Bitsy

DESIGN: AVATAR

Your Character

Name: _____  Bitsy

DESIGN: ITEM

Objects in the game

Dialog:

Name: _____ 

DESIGN: ITEM

Objects in the game

Dialog:

Name: _____ 

DESIGN: ITEM

Objects in the game

Dialog:

Name: _____ 

DESIGN: ITEM

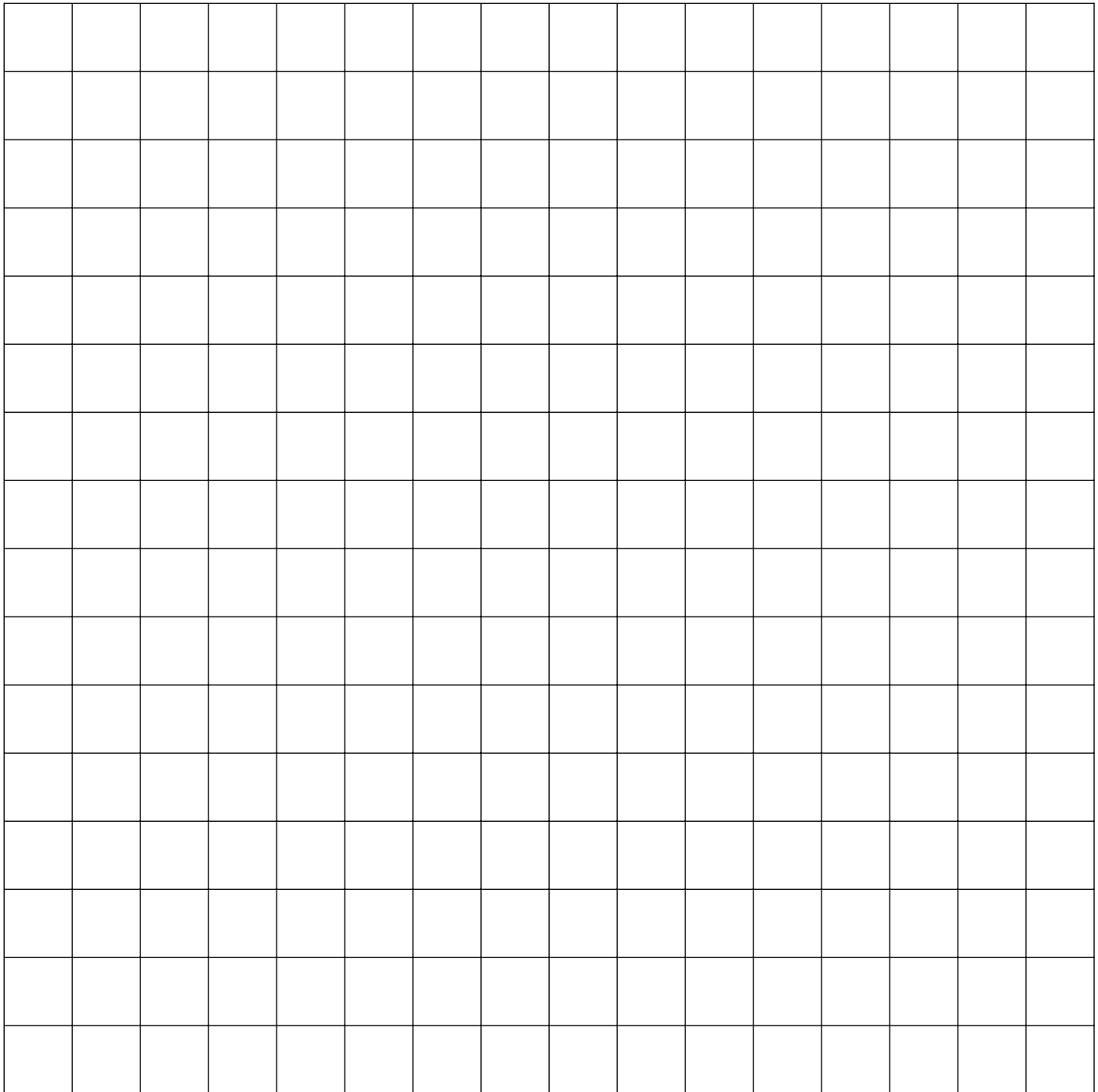
Objects in the game

Dialog:

Name: _____ 

DESIGN: ROOM

The board layout



Be sure to mark spots for:

- Entrance
- Exit,
- Location of items
- Location of sprites

Room Name: _____