

Report

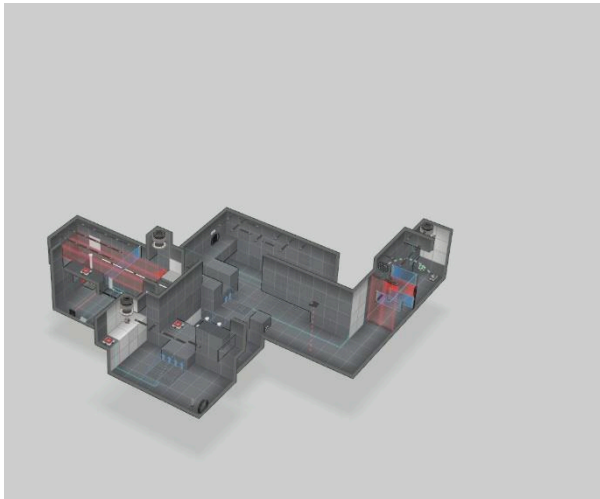
High Level Design:

You are a 2D humanoid looking figure armed with a portal gun. You were being trained to become one of the best combat soldiers due to your ability to slip through cracks in walls, but all of that changes one day when you meet Romaniario. You remember your life when you were a 3D human known as Ala and wish to become that person again so you can live your life with Romaniario. The only way this is possible however is if you escape the facility with the companion cube that contains your human self, but the facility cannot let its prized pupil get away and they will get you back dead or alive.

This story is what motivated me to have the player carry around a companion cube all throughout the level and having it be the last thing or one of the last things the player needs in order to finish the level to simulate the player carrying this block around and keeping it safe.

Level 1

Ala has stolen the companion cube with her human body in it. Security hasn't noticed yet so she has some time to breathe, but they're bound to find out soon the missing cube and their state of the art portal gun. Help her master the portal gun as you learn about the game.



This serves a very basic introduction to the player. The initial space allows them to try out the portal gun and have fun with it before starting with the actual puzzle. Everywhere there is a failsafe to prevent the player from having to restart the game when they fall into the wrong pit or chasm. The possibility of dying is once maybe twice and that is purely just to show the player that lasers are deadly. Portable walls are placed in such a way that the player doesn't have to go through mental gymnastics to find out where to go.

Main Mechanics:

1. Reflection of Laser- the laser catcher can only be triggered by getting hit by a laser through a series of portals and reflections.
2. Bouncing of the cube/Faith cubes - Through the use of faith plate the cube can be launched to the targeted area.
3. Portal Mechanics- The player can shoot to portals one blue and one orange on portable walls and going through one will get you out of the other. Objects can also be put through portals

4. Pressure Switches – Player uses special elements and shapes to activate certain switches which in turn activate or influence something else

5. Portals through lasers – Portals can be shot through laser fields to overcome them.

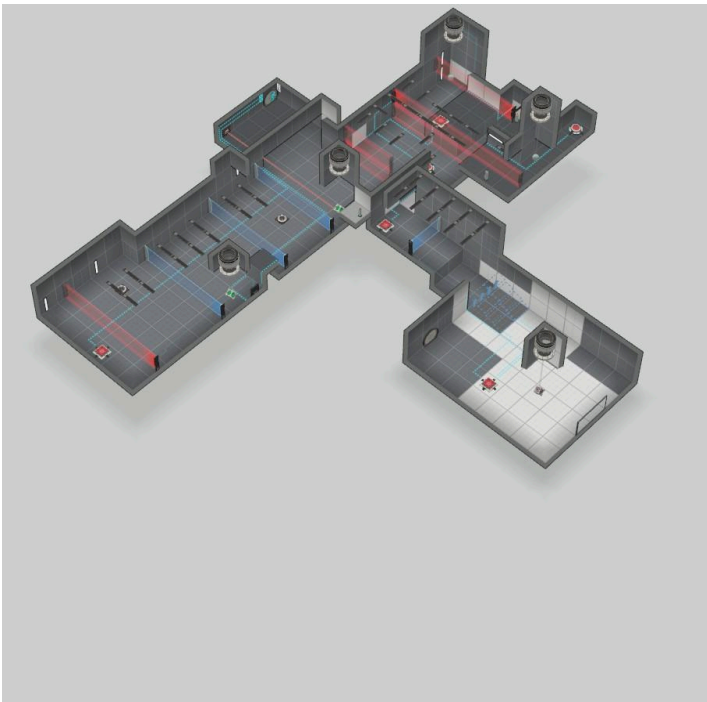
6. Relays – Relays were used to show that lasers can be directed to this and activate or influence something somewhere on the level.

Player Flow: Player starts off in an empty space to play around with the portals, but also is shown the very first puzzle element with a switch and having that activate a dropper. This cube must be transported and used till almost the end of the level as they need it to access different parts of the level where they must learn how to deal with lasers and fizzlers. Then about laser beams with catchers and finally light bridges.

Changes from Initial Design: Level 1 that I made on the first day eventually became the basis of stage 2. This was done due to the fact that the puzzle I had made was a bit difficult and at no point is the player allowed to learn the mechanics of the game without the possibility of dying. The level would be fine for people who have played portal before, but it was too much for a newcomer. Also, more interconnecting puzzles were added to this basic layout to get the player to realize that the companion cube plays an important part in the story and the levels. In one version of this level a second part was added, but that was deemed too hard and became the basis of level 3.

Link: - <http://steamcommunity.com/sharedfiles/filedetails/?id=1150284034>

Level 2



Ala has made it past most of the security and is now in the most guarded part of the facility to try to find the re-animator to get back her human self, but she must be careful not to trip any of the lasers placed all around or the turrets will activate and kill her on the spot. This serves to test the player based on the concept they've learned in the last level. Now the player has a probability of having to restart the level if they die, but the puzzle has been designed in such a way that none of the deaths feel unfair or unjustified. It's also been taken into account that players may use other methods of solving the level, but they work as temporary solutions and the player must go back and solve the puzzles they hacked through in order to exit the level.

Player Flow: Player is again given a companion cube in the very beginning and another small room with a switch. The player is encouraged to place it on the switch and this triggers stairs. The player is then given a tiny puzzle which really drives in the point that they need to use the cube. The player is given a puzzle involving lasers which they must navigate through Mission-Impossible style, but again it can only be truly solved with the companion cube. The last part includes relays and lasers along with frizzlers and lasers. The player must make their way through this without using portals and place the companion cube at the end for the door to finally open.

Main Mechanics – Same as Above

Changes from initial design: The level was way too short and didn't make advantage of all of Portal's unique mechanics. I made this level on the second day after playing Portal for the night of day 1 and realized there was a lot of mechanics I could have used that I hadn't even thought of. I tried building upon the blueprint for level 1 to make it flow better and add a puzzle for each hazard (laser field and fizzler), but the player doesn't learn any new mechanics so these puzzles were made slightly more difficult and rebranded as level 2.

Link:- <http://steamcommunity.com/sharedfiles/filedetails/?id=1150290561>

Level 3

You accidentally triggered the silent alarm as you picked up the re-animator and now the whole facility is under lock down. You must get through the maze-like lasers and work to disable the security system so you can escape from this hell be a real human and find your soul mate,



This is a test of all the skills learned in the previous levels. Now it may look daunting at first, but if the player has a keen eye they can realize where they can go and where they can't. The level gives very limited detail, but just enough so the player has some idea of what they need to be doing. It's divided into two regions each with a different puzzle element but they both join together in the end in a satisfying and interesting way that neither one feels like an afterthought or an add-on just to pad run-time.

Player Flow: The player is once again given a companion cube to take to the end of the level and a switch to get the level in motion. They are placed overlooking a dangerous looking level but they see a cube dropping in a corner and follow it. They realize they must hit the relays with the lasers placed in the level, but make it around fizzlers and lasers as they try to accomplish this mission. Now they reach what seems like an exit, but they must go upstairs to make a path for the companion cube which is required to open the exit. This place has a small laser and relay puzzle, but then the player must go into a room where there are lasers and fizzlers, but rather than having to deactivate one and grab something inside, the player must disable and able portals while traveling with a cube from one location to another. After completing this puzzle, the layer can bring the companion cube to open the exit.

Main Mechanics – Nearly all the same as 1

2. Momentum- the players will have to investigate the room and find out all the portalable walls and through that gain momentum and reach the higher platforms

Changes from initial design: Again level was too short and didn't properly utilize Portal mechanics. A planned portion for level 1 was scrapped due to being too difficult and intimidating, but the concept was left aside to maybe be used for a further level and this level provided the best opportunity for it. It gives the player a huge shock and they must think and find out where they can portal safely while at the same time solving the puzzle to get out.

Link: - <http://steamcommunity.com/sharedfiles/filedetails/?id=1150297986>

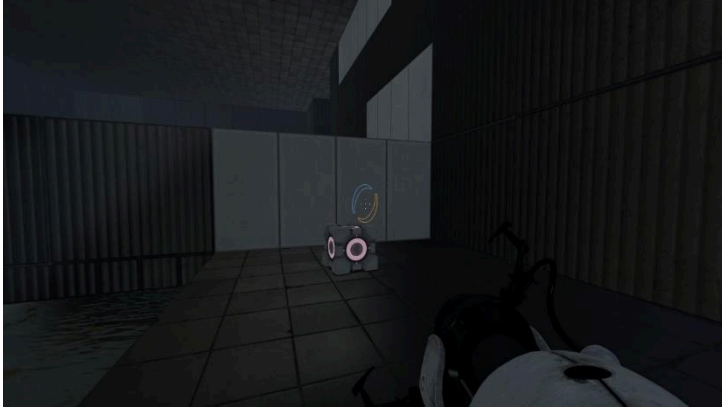
Bugs

Level 1



Bug 1: Connection Error

This bug immediately breaks the sequence of the first level as its required to progress to the next area of the level. The bug turned out to be a connection error as it was attached to a switch near the level. This was simply solved by going to editor and reconnecting the switch with the dropper.



Bug 2: Easy teleporting

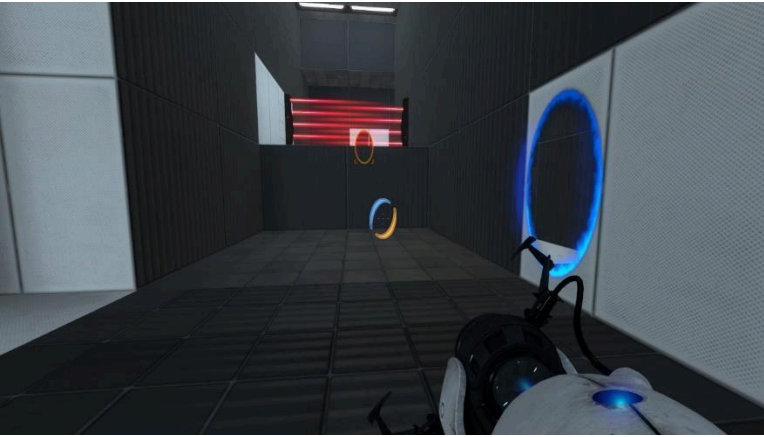
This part isn't as game breaking as before, but still allows the player to skip over a small puzzle. The player is expected to climb to the platform shown above by stairs but with this a player can make a portal on the floor he's on and on the platform wall as well and completely ignore it. This was solved by removing the portal able wall on this side and

moving it to the opposite side. Then a block high wall was placed in front of the wall to prevent the player from using the wall like that, but still allowing them to complete the puzzle.

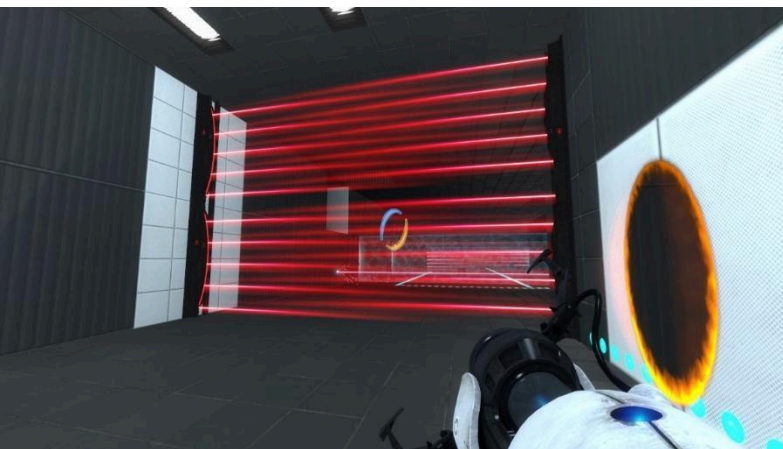
Level 2

Bug 1: Skipping over a puzzle element

Again this is a very silly bug that allows the player to make these two portals which allow them



to completely ignore the first switch present in the level and making their way through. Due to the fact that Blue overlapped with the stairs the map had to be changed with a new placement of the wall and removing of the portable walls near the steps. Now the new placement forces the player to activate the steps and then create a portal in order to get the cube from one location to another.



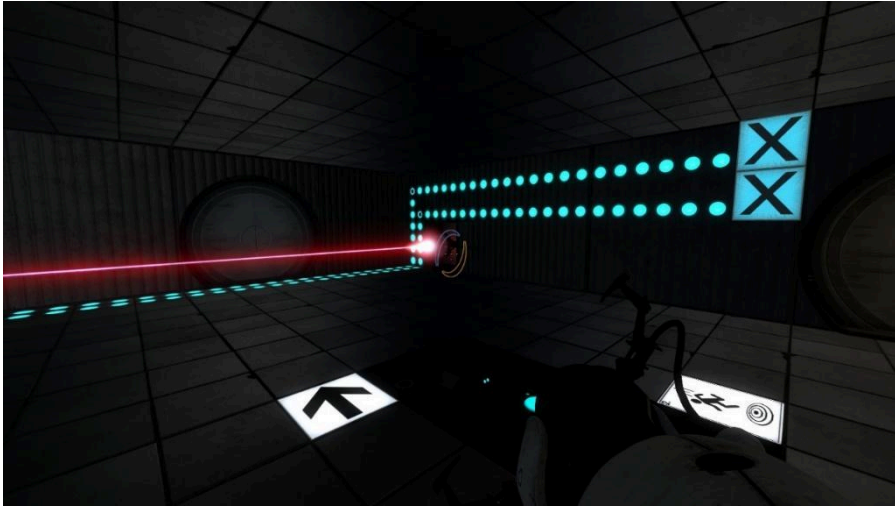
Bug 2:

Now this is a puzzle breaking bug that allows the player to go and bypass an entire puzzle altogether. This is done by making a portal on the portable wall inside the laser and another outside of it on the little platform where the switch lies.

This was fixed by making that area unportable first of all and to make up for any other bugs changing the puzzle slightly in such a way that

the player would have to solve the puzzle completely before they were allowed to reach this area.

Level 3



Bug 1: Launcher and Roof placement

This is a dumb bug this was caused while trying to make a launcher to launch the player to a different portion of the map. When the player would step on they would be flung into the ceiling and would fall immediately onto the launcher again and be trapped in this cycle. When the roof was raised slight the player would hit

the edge of the roof and again come crashing down.

This was solved by raising the roof higher, changing the position of some portal walls, and a switch. Through sheer trial and error was this bug finally gotten rid of.



Bug 2: Placement of Portable Wall

This bug allows the player to completely bypass the first half of the level and go directly to solve the second half and still be able to exit. This was solved by putting the portable wall behind the frizzler so players must solve the puzzle the way intended and not be able to bypass it.

Feedback

Vishrut

Level 1 - easy but at the starting point when player have to take the cube and jump on the wall, either jumping put a path to go there to place the cube because its difficult to jump that far to reach there

Level 2 - 1 circle button is too inside that player cannot see that button.

Using only one cube to reach at exit door, quite difficult but if player understands where to go then its easy.

One switch which is connected to the circle ball dropper is not clearly visible that where the antline goes.

Level 3 - much harder than level 1 and 2 the difficulty curve is not straight.

place light to see the dropper clearly.

Faith plate is not proper.

Corrections

Level 1 – Made the cube dropping platform so player has to use portals and no jumps are allowed

2 – Lights added, added elements so cube back tracking easily stressed

3 – Lights placed

Nikhil

Level 1

Positives

Simple and creative puzzles to acquaint a beginner of what to expect in the upcoming levels was the standout point of the level.

Nice introduction of various cubes and their placeholders which will help a beginner to use it effectively in the further levels.

Negatives

I found nothing which would be negative about this well-designed level.

Well Done!

Level 2

Positives

Visually appealing level design.

Introductory level transforms into a laser-focused level two which involves a similar puzzle solving technique as in its predecessor in a more complex way.

Negatives

I completed the level by activating one relay but the level exit didn't open even if it was supposed to open.

When you solved it in a conventional way by activating two relays the door opened!

So, fix this bug if you can.

Level 3

Positives

Well-Designed level with no loopholes.

Negatives

It turned out to be a bit repetitive with the application of the lasers and reflection cubes.

Fixes

Level 2- Bug fixed

Level 3 – New section added to let the player experience something else to do in the level.

Thaman Cariappa

Level 1

On entering the level, you can see that everything seems streamlined and the player is directed through the level via the corridors. This avoids the fact that a player is confused as to where to go right at the first level. It's very neat and no unnecessary elements in the level. I felt that the corner puzzle with the lasers and the faith plate was actually a bit hard. Though it has a simple logic behind it, I really didn't notice what happened and it was a bit too confusing for level 1. Otherwise, in terms of difficulty and level flow, it was a good first level.

Level 2

Level 2 starts off on an easy note where you have pretty much nothing to do but place items on buttons to activate stairs. As you progress, the difficulty gradually increases which makes the level progression quite smooth. The second section with the lasers gets the player to make use of portals and reuse the cubes very well. It does get a bit confusing seeing what button activates which part of the level but it isn't much of a hindrance once you look around a bit. Even the third section is similar with an effective use of lasers and laser relays in a line. When I played, there weren't much antlines showing connections so it did get a bit confusing but in the end, it was solvable.

Level 3

Again, a good use of narrow corridors to get the player to follow the path you had set throughout the level, I like the way the player is forced to reuse cubes he had collected all the way to the end of the level. This does get annoying once you lose one of the cube by mistake and you must go back all the way to the start of the level to get a cube. Otherwise, the use of faith plates and momentum to get higher and to different rooms is nice and the difficulty matches pretty well with the level progression which makes the level a perfect fit for the 3-level series.

Conclusion

On Thursday I realized that there was a problem with my third level and that was that it was way too easy. When a player encounters a portal level he is given all the elements from the beginning and is told to use them in creative way that they all get used in a unique matter, however with this level when you look at the level it becomes very obvious as to what the player has to do and thus it begins to feel like going from one place to another to pick up one thing and bring it to another location. That's not good game design, but I couldn't rebuild the entire level so I added a new section to the level. This part is smaller, but I believe it shows the puzzle element of the game a lot better compared to the first part. I wish I had some extra time to work on this level to avoid the feeling of repeating the laser and block part, but all in all I think it's still challenging level that will provide some entertainment to the player.

Also after publishing it gets very depressing reading comments finding out people have broken your level. Again it's something you've worked on for 5 days so it shouldn't affect that much, but its helpful reading these comments and figuring out what went wrong and where to improve it.