

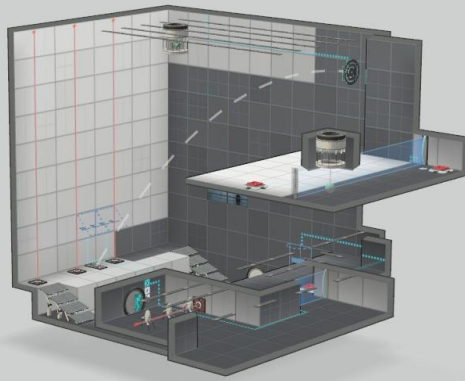
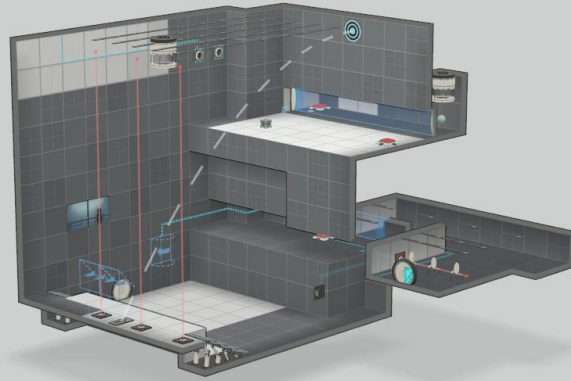
#### **MECHANICS/GAMEPLAY ELEMENTS:**

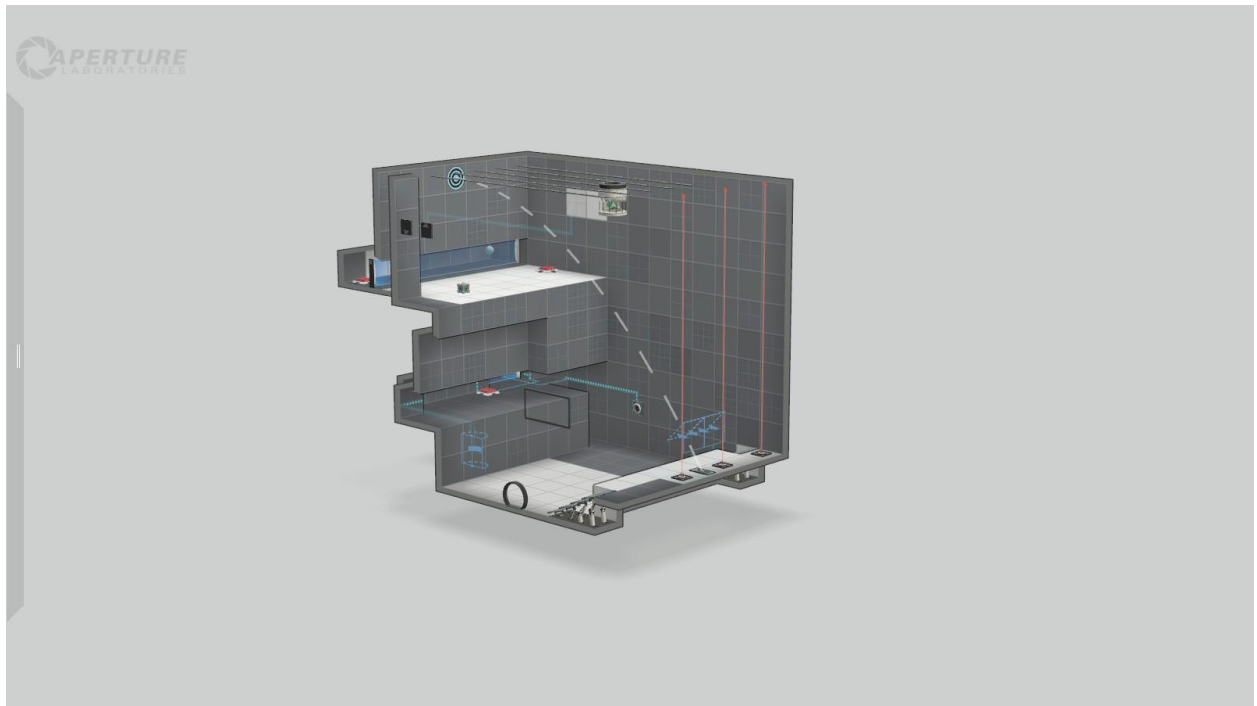
1. Standard Cube (2)
2. Lesser emitter
3. Lesser Catcher
4. Platform
5. Tilt Platform
6. Switch
7. Cube Switch
8. Portal Guns
9. Gravity (yup legit Gravity..... not that gravity funnel)
10. Momentum

#### **PLAYER FLOW:**

The level begins with the player on the top of a platform from where he sees nothing just an empty room with a lesser emitter which is already emitting lesser on a lesser catcher which is connected to a platform which is moving up, player has to get to it by stopping the lesser and then reach up there he has to use the portal on the tilt platform and another portal on the floor he has to drop down and that momentum will help him to launch to the other platform there he has to put the cube which will open the door (This is the basic concept there is much to be change and more to be added).

**LEVEL 2:**





## MECHANICS/GAMEPLAY ELEMENTS

1. Laser Catcher
2. Laser Emitter
3. Cubes (Regular)
4. Balls (Standard)
5. Portal gun
6. Jumping panel
7. Turrets
8. Flip Panels
9. Opening Panels
10. Momentum

### PLAYER FLOW:

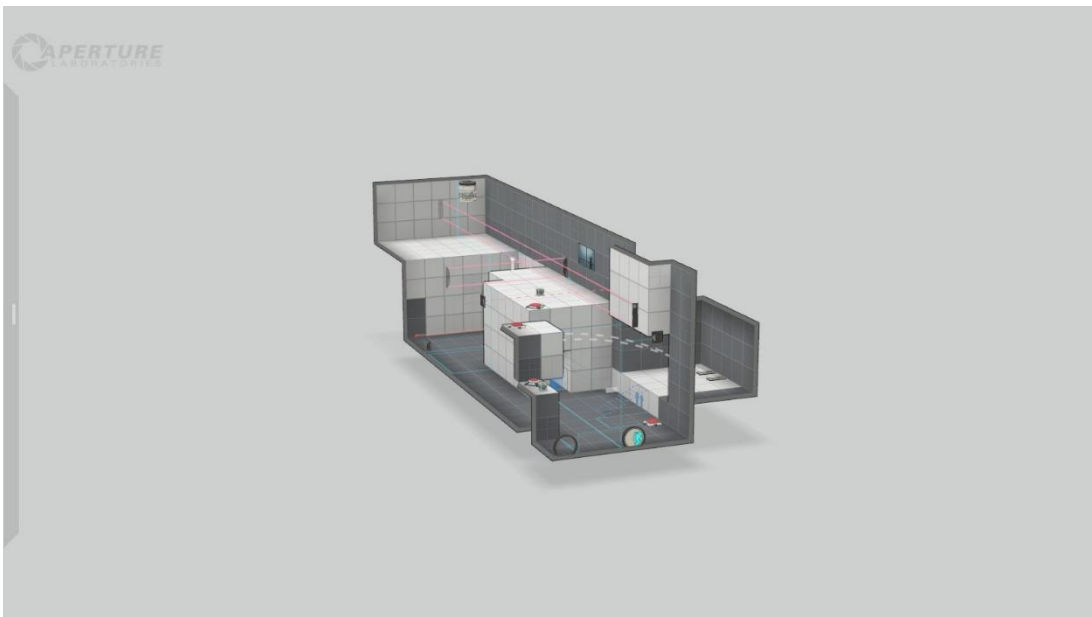
The player will start the game by entering in a facility where he will have no idea of where to go. Player must explore and follow the path. So, player has to go to the top platform and then has to use laser to activate the cube dropper which will be used to open a sealed area where another cube will be required to activate the sphere.

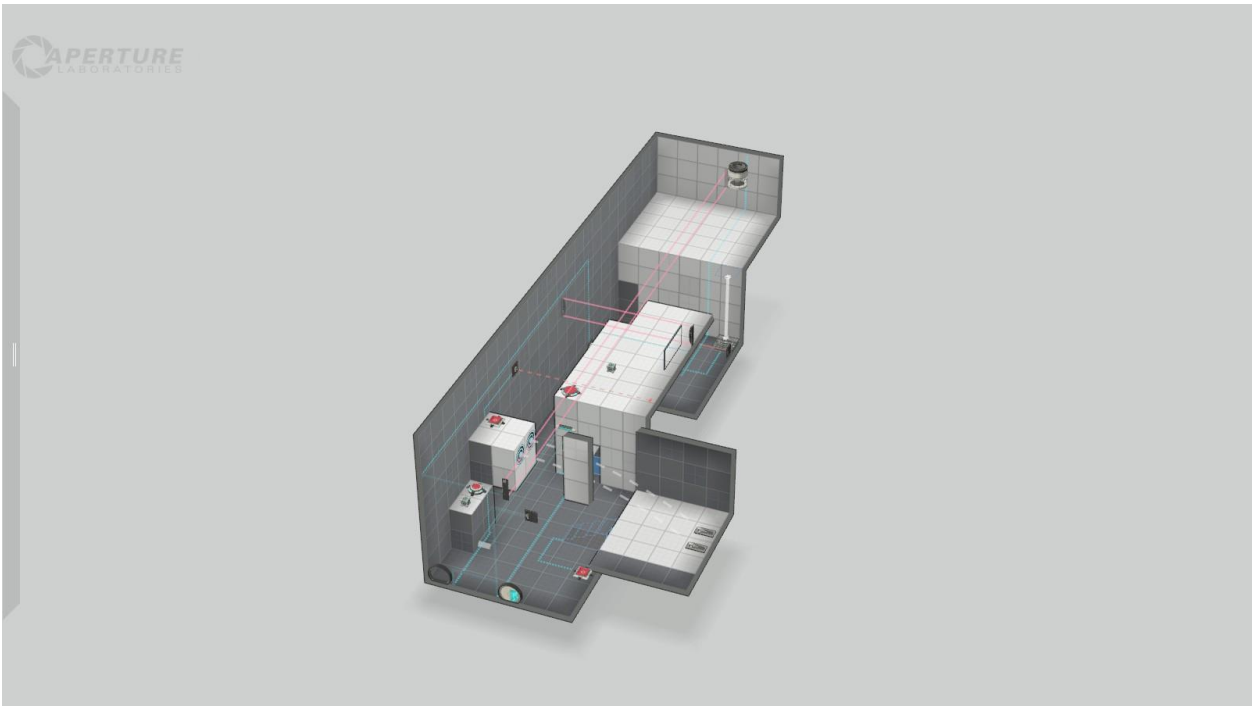
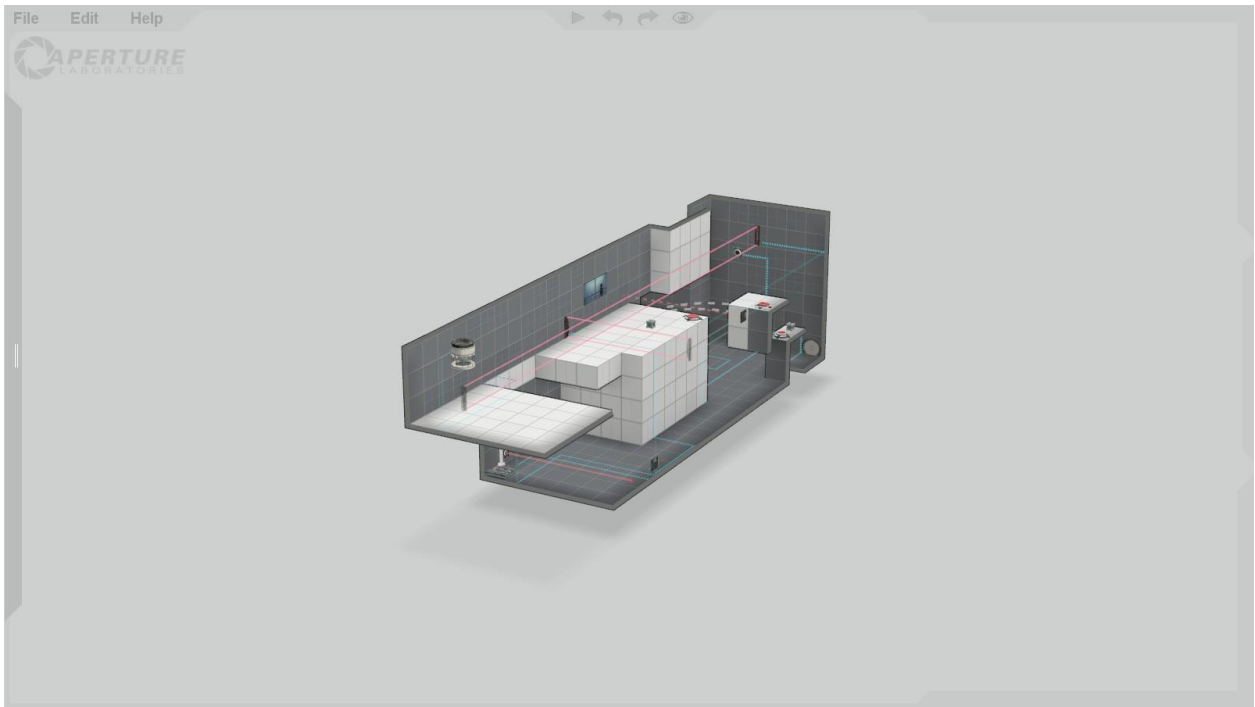
The sphere will be then used to open the opening panel on the top

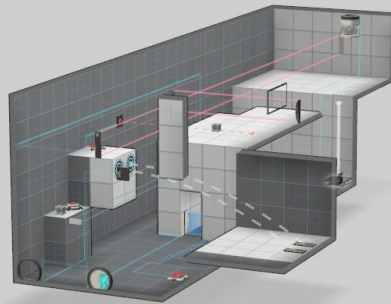
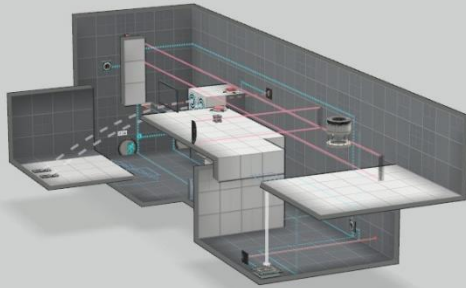
With the help of the jumper and the wall of second platform and use the momentum to get to the lower platform.

There player will find a cube switch which will open a flip panel from where you have to use laser to activate the laser catcher and that will activate the door of exit and this laser will kill the turrets guarding the gate.

### LEVEL 3:









**MECHANICS/GAMEPLAY ELEMENT:**

1. Portal gun
2. Light Path
3. Laser Emitter
4. Laser Catcher
5. Laser walls
6. Jumper
7. Gravity funnel
8. Sphere
9. Cube
10. Momentum

**PLAYER FLOW:**

This is complex level where player must observe his environment to pass through the level he must follow the path of the triggers and there are many possibilities of the level. So player has to enter and first thing he has to do is to get the cube out of the place so that he can use that cube to activate the stairs these stairs will lead him to the jumper where he has to time right and place the portal correctly so that he can reach the upper platform and after reaching there he has to find another cube which will start the laser and the light path and by timing correctly player has to reach other platform and he has to go and avoid the laser walls and get time and open the final door