

INTENSIVE WEEK

OBJECTIVE: MAKING LEVEL IN LEVEL EDITOR OF PORTAL 2

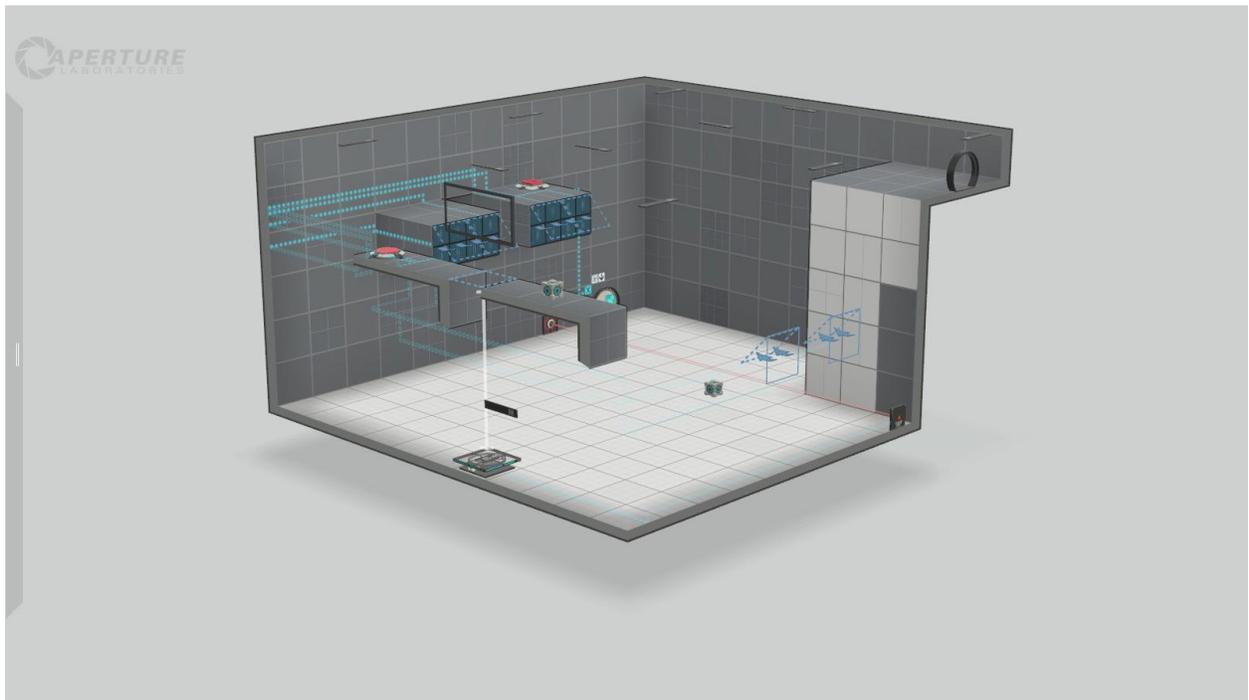
DAY 1

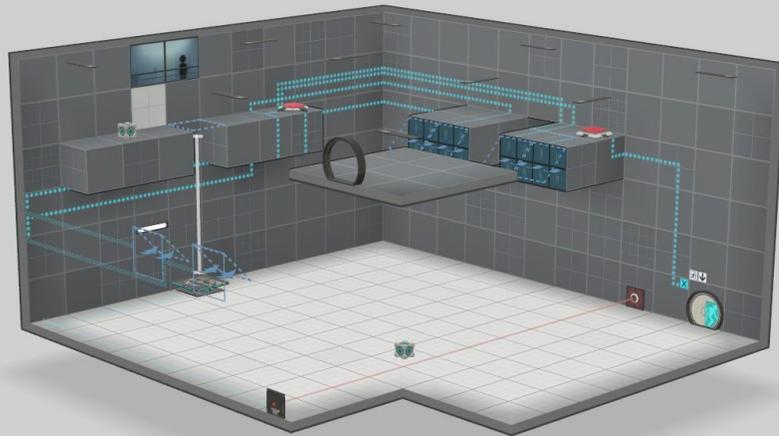
HIGH LEVEL CONCEPT:

The year is 3224 its long time after Glados was messed up and then she realized her mistakes and started helping humans in all ways. This is the era of humans and machines working together and people are now planning to make android who can help not only help but take control over human security.

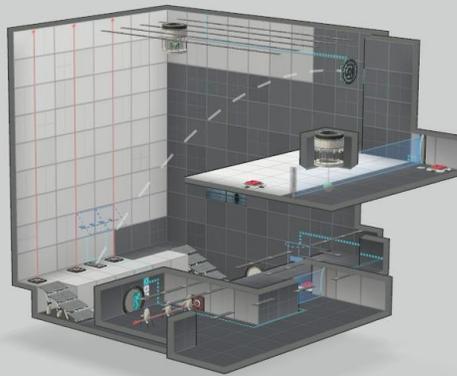
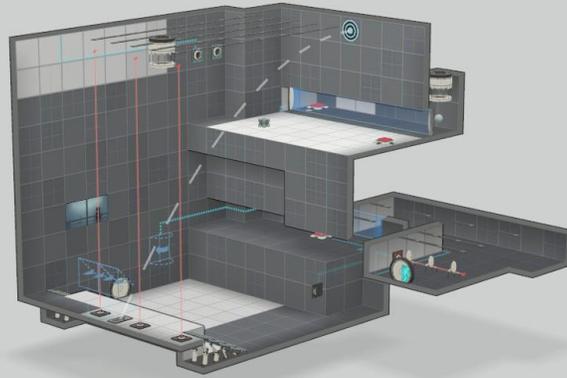
To achieve this a company started called OCTAROID and want to make android called DETRIOD. Caperture Laboratories signed up with Octaroid to make super android for human wellbeing and this is the levels where the androids are trained for their critical thinking but will they realize that humans are just making them their puppets.

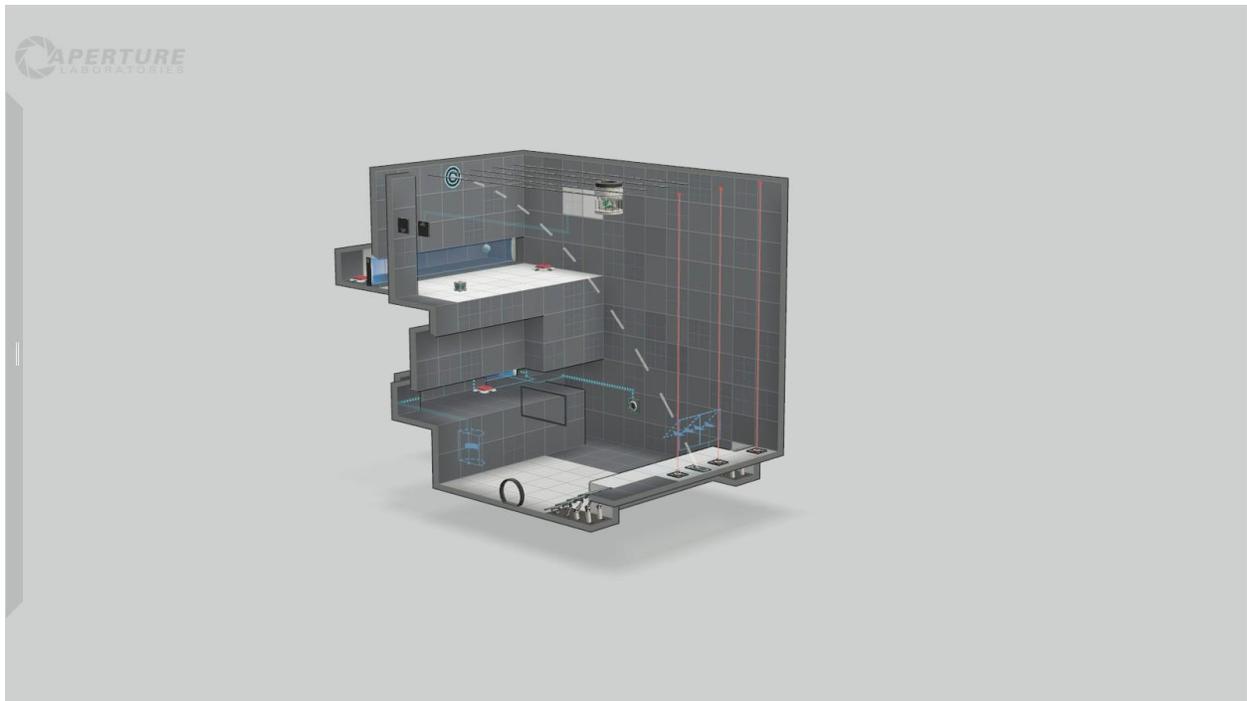
LEVEL 1 (PROTOTYPE)





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:

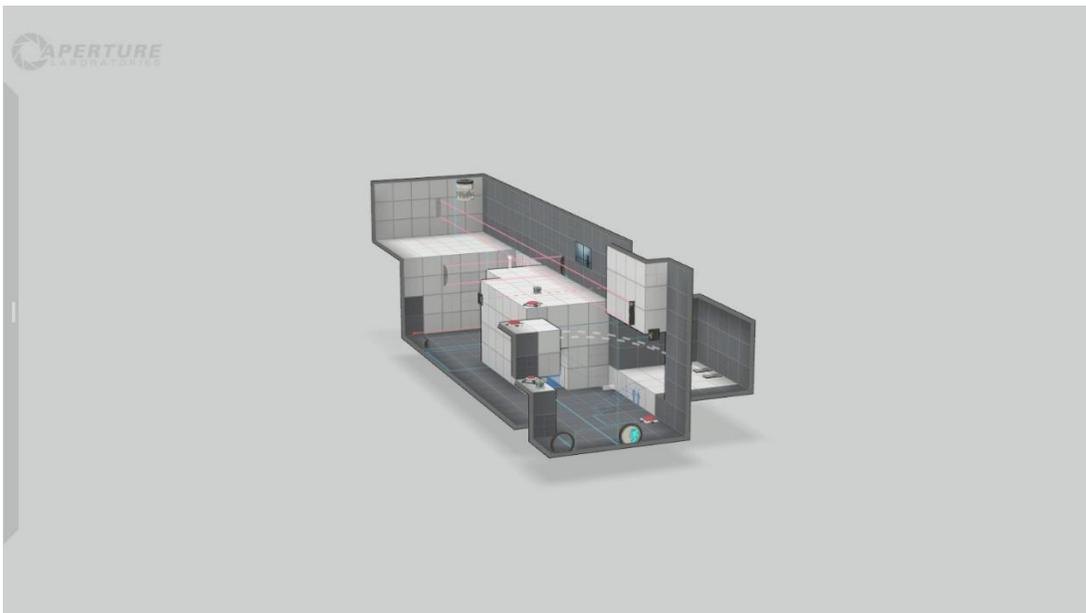
The player will start the game by entering in a facility where he will have no idea of where to go. Player must explore and follow the path. So, player has to go to the top platform and then has to use laser to activate the cube dropper which will be used to open a sealed area where another cube will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

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

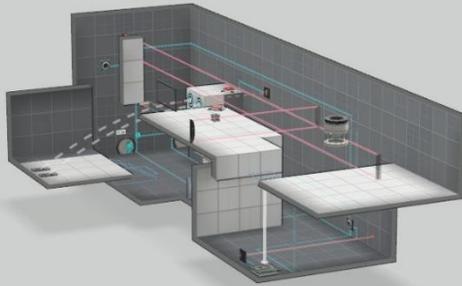
With the help of the jumper and the wall of second platform and use the momentum to get to the lower platform.

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