

# Analysis of Mechanics

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**Title:** Portal

**Released:** 2007

**Author:** Valve

**Primary Genre:** Puzzle-platformer

**Secondary Genre:** Action (rarely), adventure, horror (almost invisible)

**Style:** Realistic Sci-Fi

## Analysis

### Puzzle and Platformer cowork in Portal

Portal's main genre, puzzle-platformer is quite unusual, and is rather a compilation of the other two. At the same time, it is expressed very brightly.

Here are maintained, for example, not the main, but sufficient features of the platformer, as gameplay orientated on constant movement in space (in this case 3D) and the separation of this space into logical blocks, the presence of all sorts of mechanisms (almost monsters from Mario), which disturb or help us when used correctly. The process is generally one-way, with the goal of getting from a to b using a quite simple discrete dataroom.

At the same time, of course, this is not a classic platformer at all. Portal is made in a more realistic science fiction setting, and the main skill for a successful game is not the ability to quickly press the right keys, as in many platformers, but a competent analysis of the components of the level, building a step-by-step plan and its implementation. That's why it's also a puzzle game.

### Secondary genres

The secondary genres of Portal are often almost invisible. Yet there are enough of them and they create a deeper impression of the gameplay and are an important part of it. The pressing atmosphere of loneliness and the insane artificial intelligence of GladOs are from the Horror genre here. Sometimes we still have to not only think, but also react quickly, for example, to a falling platform or falling into the void - this is an example of action part. Sometimes you can see inclusions of others as well.

### How style supports the gameplay

The Portal game is made primarily in a science fiction style. This style, for example, presupposes the presence of all sorts of high-tech mechanisms operating according to physical processes that are still unknown to us - and this is widely used in the gameplay. We can meet many high-tec mechanisms on levels, and they are not just decorations, but the main part of playing process.

Narrative design works in cooperation with gameplay during the whole game actually. Even those levels look like that because, according to the plot, we are in the huge underground laboratory, and have to pass testing rooms.

### Summary

Portal is a good example of a unique game compiling its genres and parts in the right proportions into a quality end product of the video game world.