Game Design Proposal

David Flintoft and David Nguyen

Game Design

Game Mechanics

"I Can't Believe It's Not Portal" is a 2D platformer that revolves around the mechanics of using portals, which the player can travel through, to manoeuvre through set stages. Players will find themselves constantly relying on portal use to progress and complete stages.

Core Game Play

Players will work their way through stages, using portals to travel as well as bypass obstacles. Obstacles include turrets, which shoot on sight, difficult to reach locations, avoiding water and the use of gel to enhance movement. The majority of the game will be platforming and will see the player complete stages through their creativity and use of portals.

Game Flow

As the player progresses through stages, by shooting portals, more challenges will arise for the player to overcome. Firstly, the player will come across surfaces of which portals cannot be shot onto and thus they will need to find an alternative method of progressing through the stage. Secondly, Turrets and water will appear providing threat to player if they do not find methods of bypassing these obstacles. Finally, the player will come across gels which enhance movement and will be required to progress. All of these challenges will compound onto one another as the player progresses.

Characters

There will only be two characters, the first of which is the player the highest priority. The second of which is the turrets, AI controlled enemies added to increase difficulty for the player.

Game Play Elements

Portal Gun – Allows use of two portals, blue and orange that allow the player to teleport between the two and carries velocity through the portals. (Core Mechanic)

Turrets – AI Controlled Enemies that shoot at the player on sight, but have a limited vision range. (Enemy, Challenge)

Portable and Non Portable Surfaces – Surfaces that allow and do not allow portal placement respectively. (Obstacle)

Water – The player dies upon contact with the water (Obstacle)

Blue gel – Increases players jump capability and makes the surface bouncy. (Buff, Challenge)

Orange Gel – Increases the players velocity (Buff, Challenge)

Team Organisation and Task Management

Team Organisation:

The team set out a plan and list of objectives on Trello, a collaboration tool to organize the project. Communication was maintained via private messaging and the project itself was shared via github and SVN.
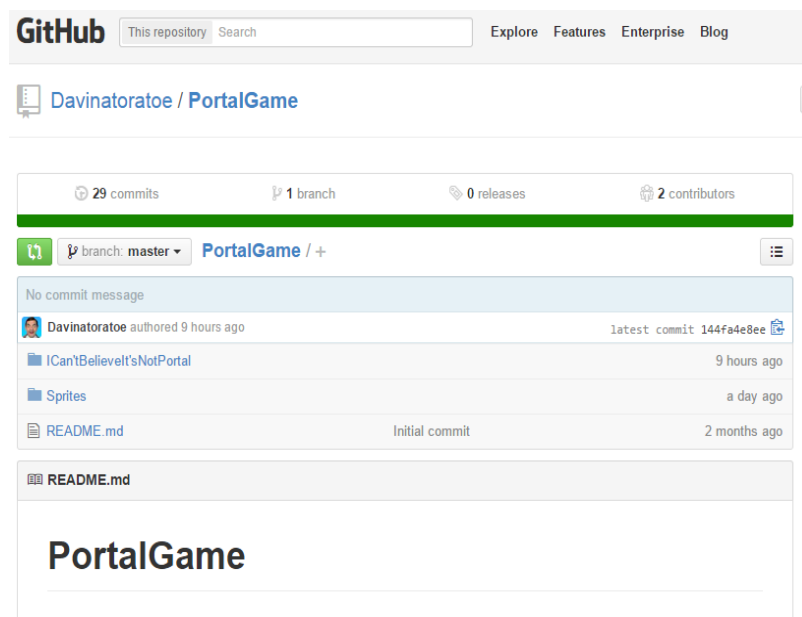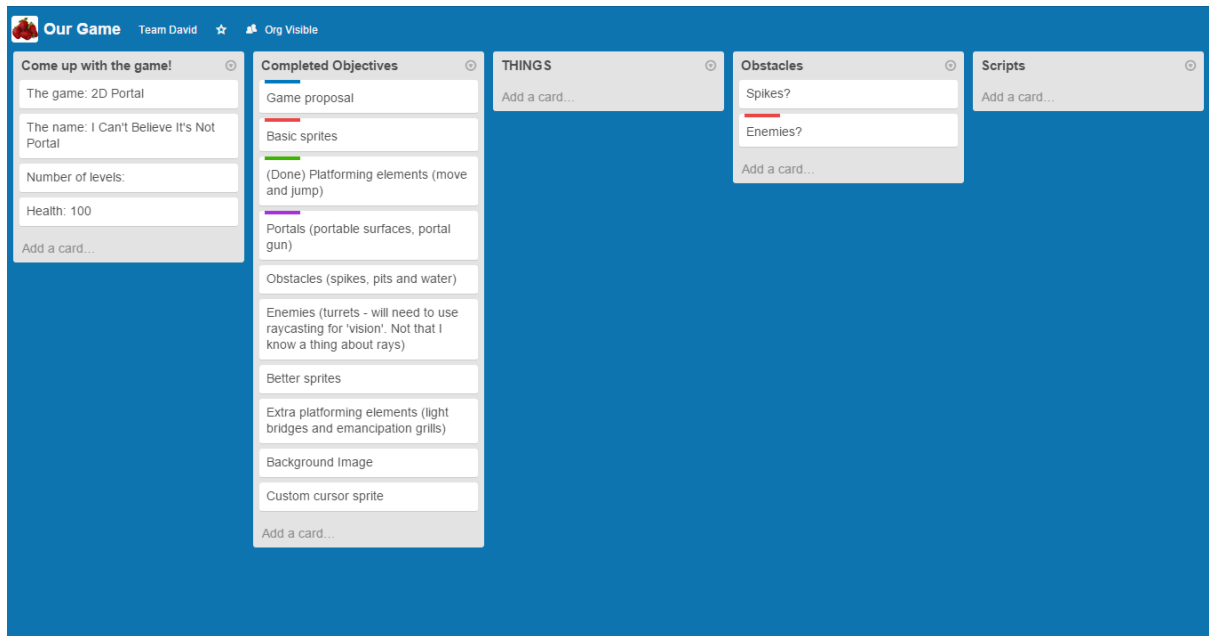
Task Management

While both members offered aid and advice wherever necessary, the work was mainly split into two sets, programming and design, with David Flintoft overseeing the overall project.

David Flintoft: Core programmer and project management

David Nguyen: Core sprite designer and game proposal author