

Puzzle Platformer where player uses two linked portals to get through obstacles and solve spatial puzzles to reach the goal at the end of a level

Core Game Loop

- Player combines portals with movement and physics to make a pathway to the goal (which is a portal to the next level)
- Upon reaching the goal, progress to next level/section

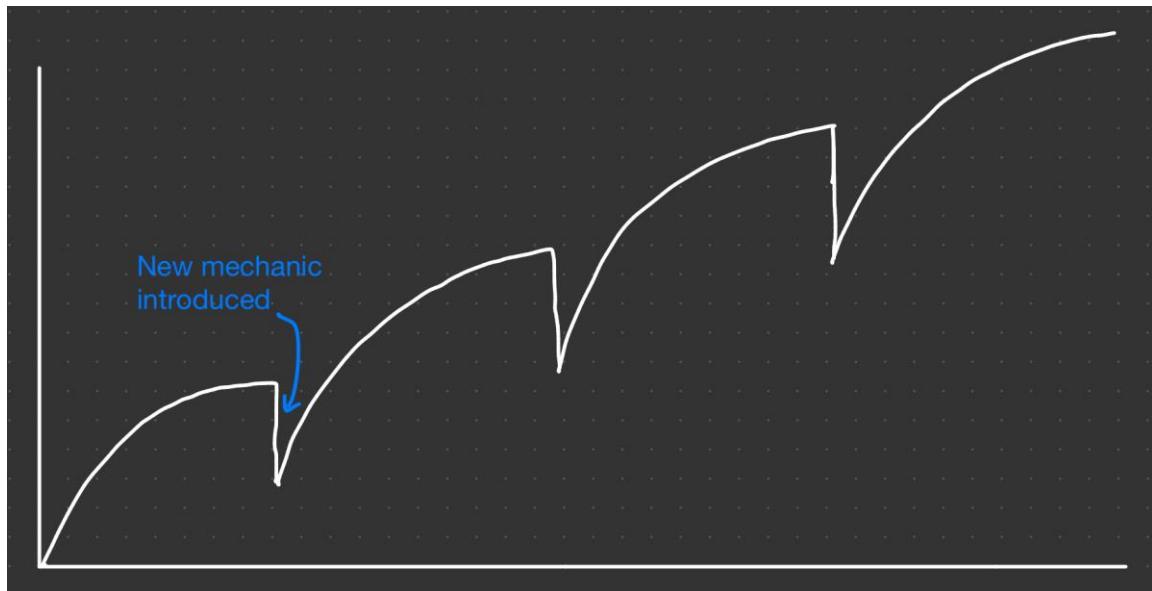
Outer Game Loop

- *There are multiple levels in each section*
- Each new section introduces a new mechanic
- Each new level increases in difficulty with the new mechanic, while potentially combining previous mechanics

Mechanics Ideas

- Crossing large gaps, getting through barriers, and traversing upwards/horizontally via portals
- Conserving momentum through portals, gain speed to get over obstacles
- Moving platforms
- Teleportable objects (blocks)
- Player can make a surface teleportable (able to create a portal on it)

Difficulty Curve



Difficulty Levers

- Sections start off easier when introducing a new mechanic
- Only some surfaces are teleportable and have a distinct colour. This limits the branching factor of puzzles.
- Hints for puzzles

Story (not really the main emphasis but still something)

- A cataclysmic event triggered the creation of a “kugelblitz”, which caused raptures between realms, allowing portal technology to be developed. The player’s goal is to get to the kugelblitz, the source of the portal chaos, and destroy it, bringing stability to the multiverse.

Win Condition

- Get through all sections of the game, destroy the kugelblitz.

Aesthetics

- Pixel art
- Limited HUD
- Each section is in a different setting (snowy, volcano, Dark Forest, space etc.)
- Aesthetics Inspo : Jump King, Celeste, Rain World

Open to change