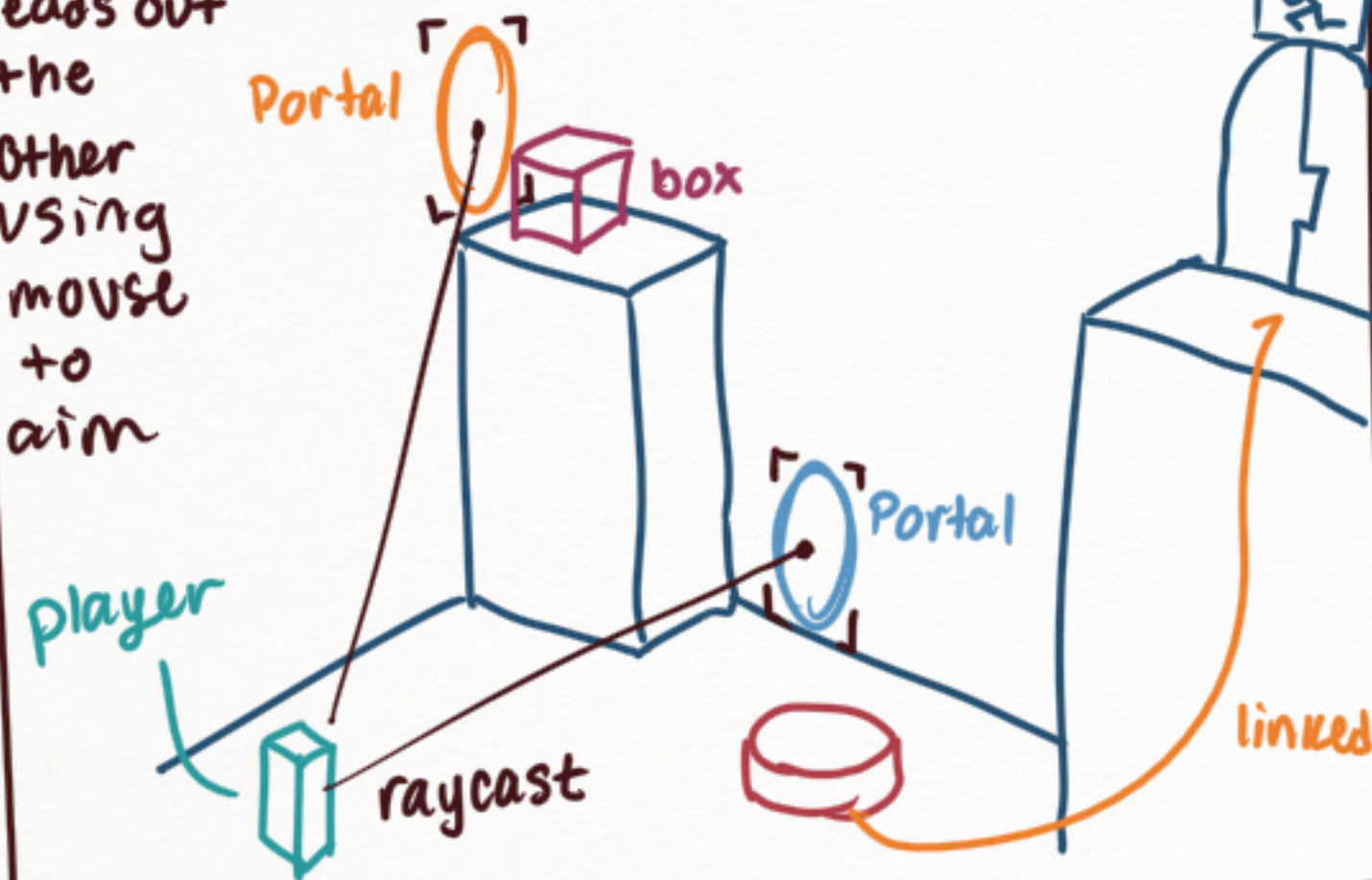
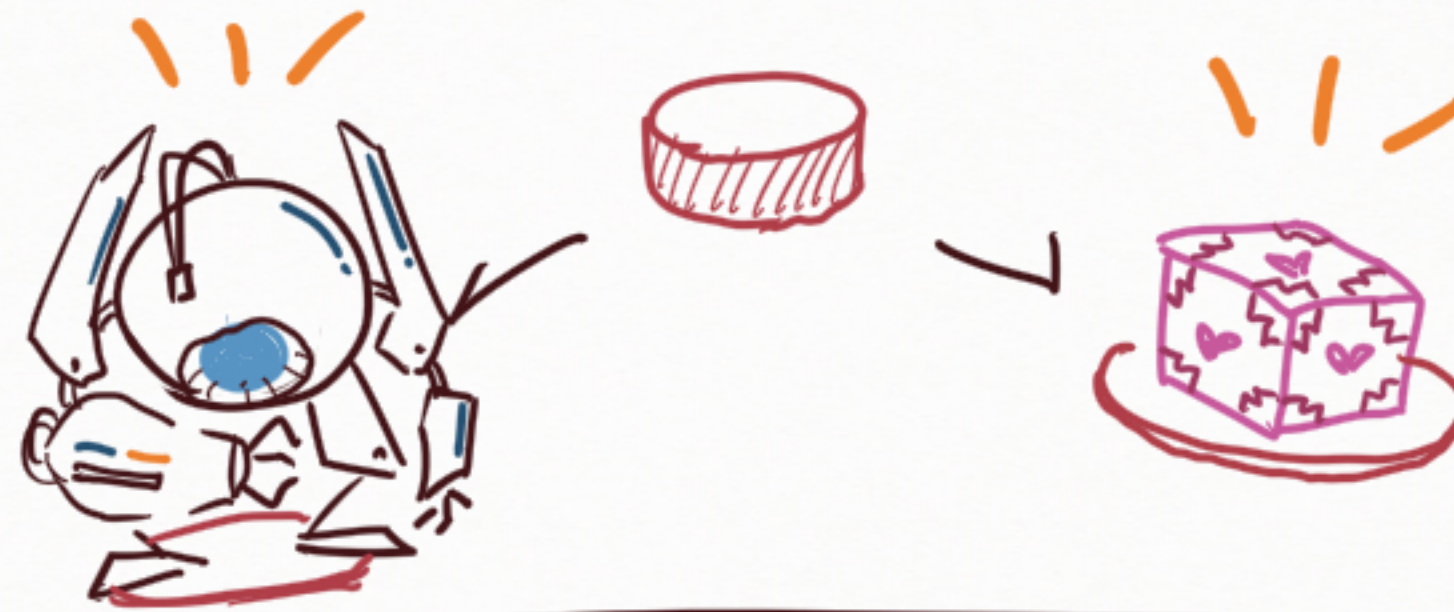


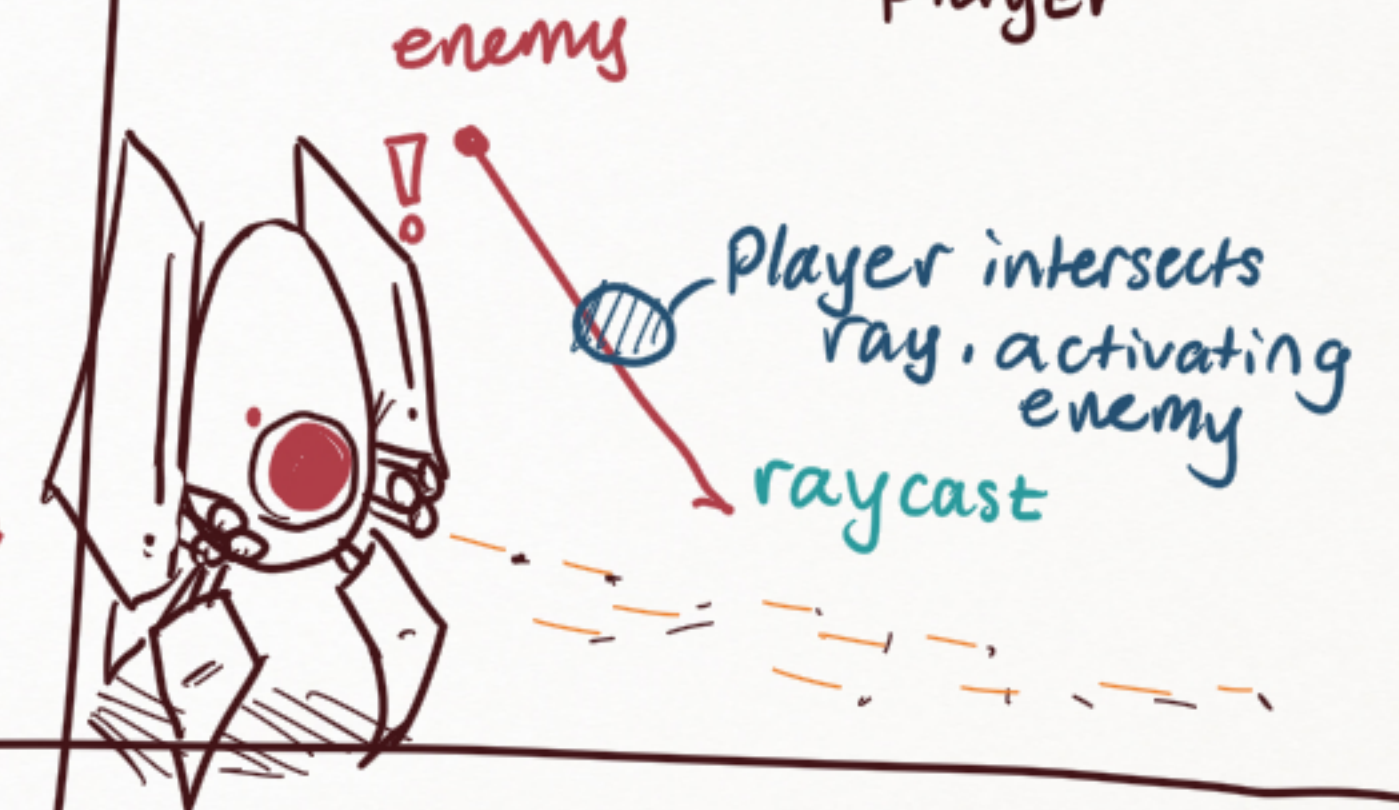
Player creates 2 portals, going through one leads out the other using mouse to aim



Player can activate button by standing on it, or by placing a block on it by picking it up & moving it



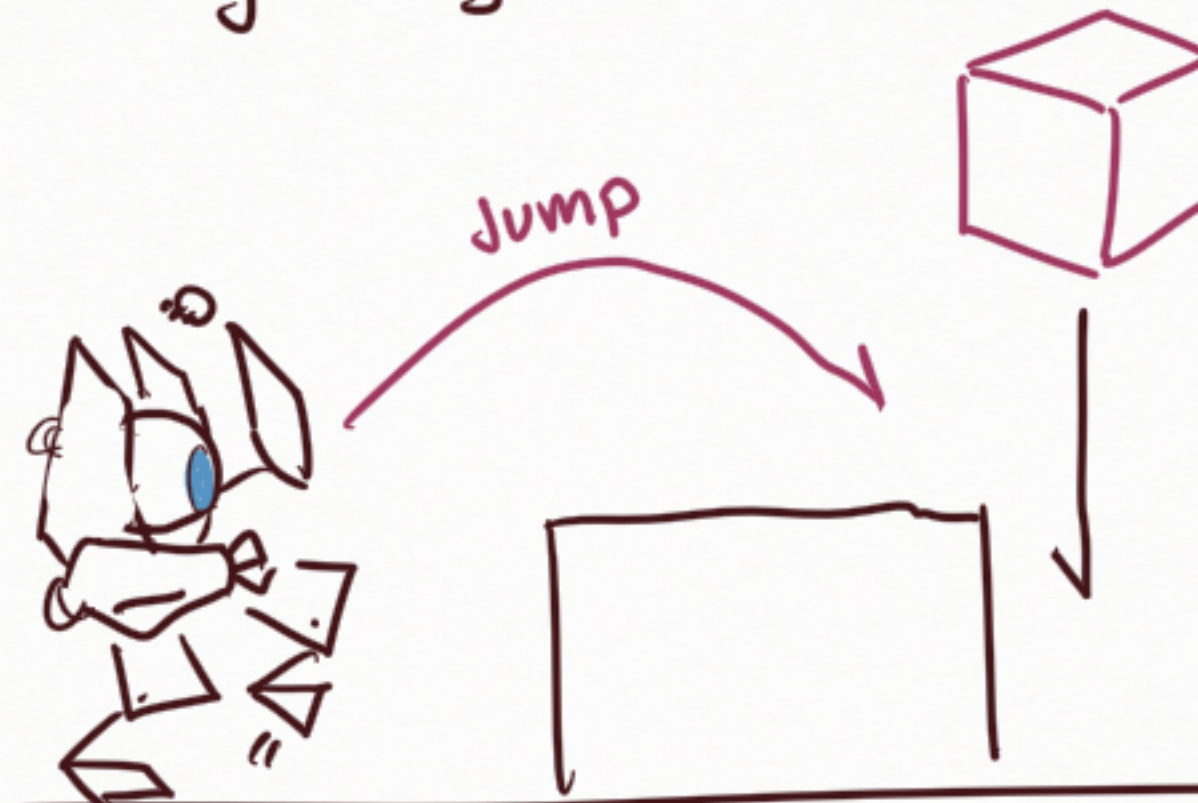
Enemies detect player and fire bullets, which hurt the player



Player views room from 3rd person, camera is movable by using the arrow keys



Player & objects experience gravity (acceleration)



Players win by getting to the exit, which may need button activation first

