

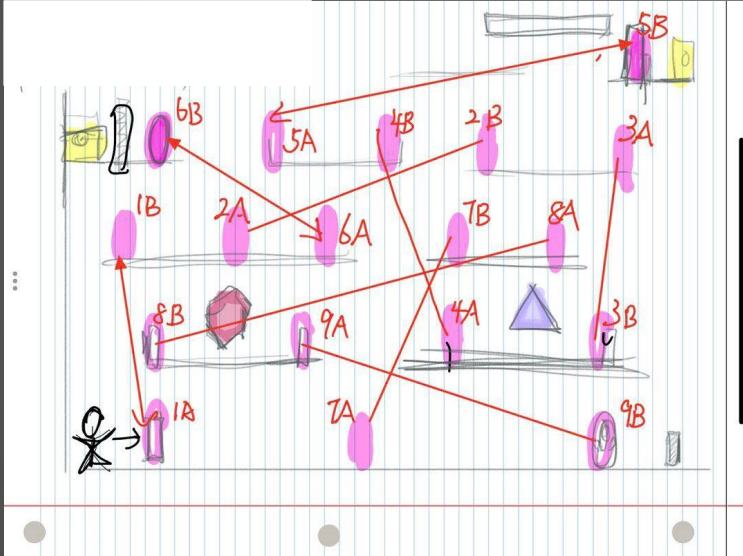


P.O.R.T.A.L.S

Inspirations: Portals & Nemesis(Resident Evil)



Initial Level Design



Time Granularity

- Real Time
- No real timer
- Invincible mob = timer
 - Player can't stop moving



Dexterity vs. Strategy

- Combination of both
 - Staying away from boss
 - Keeping track of teleport locations
 - Choosing when to use each teleporter



Observability

- First play through of level
 - Most of the map is unknown
 - Not clear how to get to each objective
 - All the player knows are the controls



Future Changes

- Create More Levels
- Somewhat randomize portal destinations
 - Create variation even if repeating a level
- Different enemy types
- More movement options



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