Two Holes in One

**CONCEPT**

I want to dedicate time to creating a couch multiplayer minigolf game similar to Golf with Your Friends but with implementing portals similar to the ones from Valve’s ‘Portal’ into the gameplay.

**GAMEPLAY**

The gameplay will be similar to most minigolf games but with the extra mechanic of portals implemented. When your turn begins, you’ll start by placing 2 portals onto available surfaces. Once you’ve chosen your portal locations, you can then choose the direction and power to hit your ball. The scoring and rules align with regular golf rules.

**CHALLENGES**

The portals are going to be the main challenge of this project. The portals must be a seamless transition between two positions in space that appears like you’re simply traveling through a hole. The camera is my biggest concern with this project, specifically during the transition between portals. Portal, Splitgate and other games that use a similar portal mechanic are in first person, but this game is going to be in third person which increases the potential for jarring leaps in camera position since the camera won’t be the object traveling directly through the portal.

**WHAT I HOPE TO GAIN**

With this project, I expect to get a firm grasp on viewports and local multiplayer, as well as more practice in building a game to full completion. I also feel the portal aspect of the game opens up some very interesting level opportunities, which will allow me to build my level design experience in a fun and creative way.