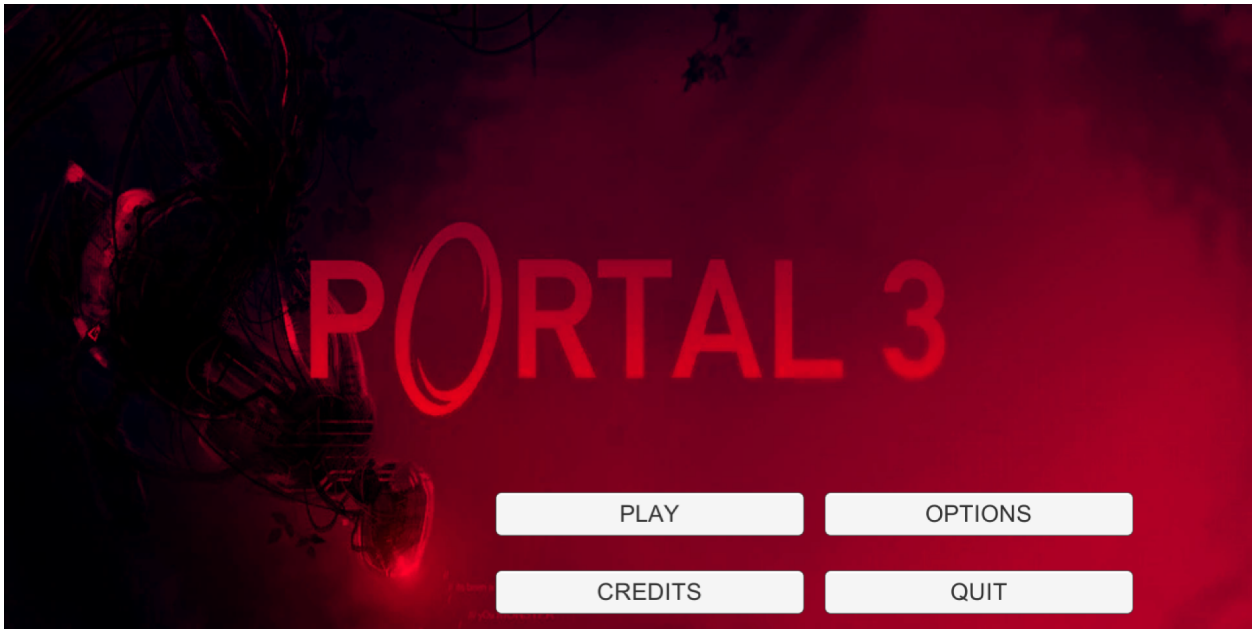


Portal 3



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1 Game Overview

Title: Portal 3

Platform: PC Standalone

Genre: Physics Puzzle

Rating: (E) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: May 2022

Publisher: Tyler Callison, Tushar Chaudhary, Tyler Padgett, Drew Meade

Description: Portal 3 is a first-person perspective puzzle game where the player can shoot portals in order to go from one to another and make their way to the finish line.

2 High Concept / Genre

To determine where to shoot the portal openings which will allow the player to go through or jump into it and get closer to the finish line. This can mean using gravity as to the player's advantage to launch or propel themselves further.

3 Unique Selling Points

The game's unique physics requires the player to make creative use of portals for them to complete the maze and reach the finish line.

4 Competitors / Similar Titles

There is a game called Portal 2 (similar title) which is based on the same concept of solving the maze by going through the portals.

5 Game Objectives

To place the portal openings at the right position for the players to make their way through the game and reach the finish line.

6 Game Rules

You are given specific layers you can only put the portals on. Putting the portals too high for the player to jump will restrict them from going into it.

7 Game Structure

Menu → Character Selection → Gameplay → Finish line → Restart

8 Game Play

8.1 Game Controls

The game will be played with very minimal controls :

W (FORWARD), A (LEFT), S (BACK), D (RIGHT) is to **MOVE THE PLAYER.**

MOUSE to look around

SPACE is to **JUMP**

LEFT mouse click is to **SHOOT PORTAL 1**

RIGHT mouse click is to **SHOOT PORTAL 2**

8.2 Game Camera

The camera will be a first-person view of the maze.

8.2.1 HUD

As soon as the game starts the player will have the first person view of the map. The camera can be moved around using the mouse. As the player moves (using WASD), the camera moves with them giving a first person perspective view.

The crosshair in the center shows where a portal will be placed if the left or right mouse buttons are pressed. The crosshair will be white if no portals are active, and will be half and half blue/orange if the 2 portals are active.

9 Players

9.1 Characters

We can choose players from the character menu. The player will always be a cylinder with a choice of colors varying between 6 different options.

10 Player Line-up

11 Art

11.1 Setting

The game is played in a series of closed rooms. Inside each room, the player has to make their way to the finish line.

11.2 Level Design

There are three different levels in the game. The player has an option to choose the difficulty from 1-3 which includes three different levels going from 1 which is the easiest to 3 which is the most difficult.

Each level includes walls for players to shoot the portal. Apart from walls, there are a couple of elevated platforms which allow the player to go over them and figure out their way to the finish line. There are also buttons which may unlock sections of the level that were previously inaccessible.

11.3 Audio

Inside the game, the only audio which is included is the sound of the player footsteps.

12 Minimum Viable Product (MVP)

Choose a player color

Built for the PC platform

13 Wish List

We have a bug limiting portal movement when a portal is placed on a floor, where we believe the player is hitting the floor causing his velocity to be 0 right before entering the portal; Ideally the player keeps his velocity when he goes into such a portal in order to propel himself at high speed. There are ways to circumvent this in order to still beat the levels.

14 Bibliography

Portal Help:

https://www.youtube.com/watch?v=sK9Qf8EIFHo&ab_channel=unitylessons.com

Main Screen Graphic:

<https://mediianews.com/2022/04/20/what-would-the-story-of-portal-3-look-like/>

Footsteps Sound:

<https://opengameart.org/content/footsteps-0>

First Person Movement:

https://www.youtube.com/watch?v=_QajrabyTJc