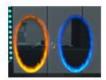
Universidad San Francisco de Quito Juegos y Narrativas

Manolo Iñiguez

Mechanics, Elements, and Legend of the Game

Portales



Arma gravedad



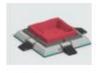
Botón Pedestal



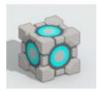
Botón



Botón para cubo



Cubo contrapesado



Rayo Tractor



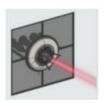
 Placa de Salto de fe



Escaleras



Emisor láser



Receptor láser



Cubo reflector



Panel angular



Torreta



Campo laser



Agua



Desintegrador



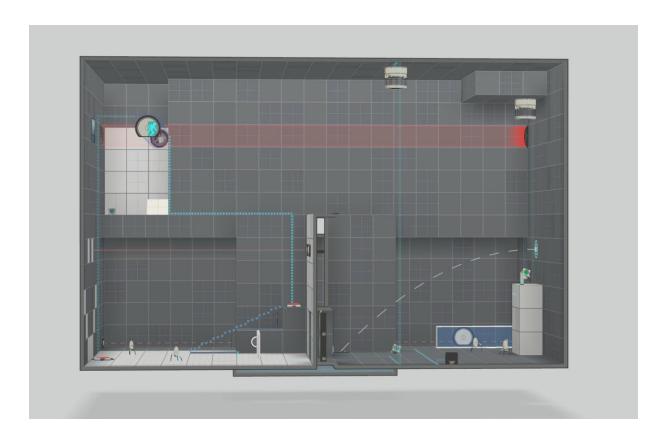
Cristal

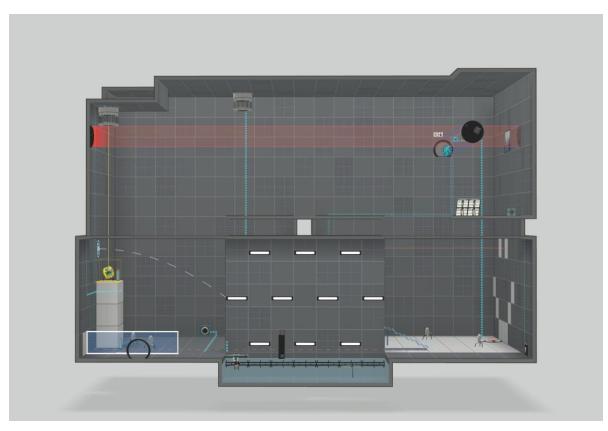


Plataforma móvil



Overview

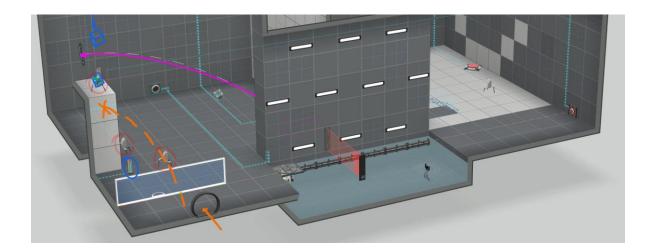




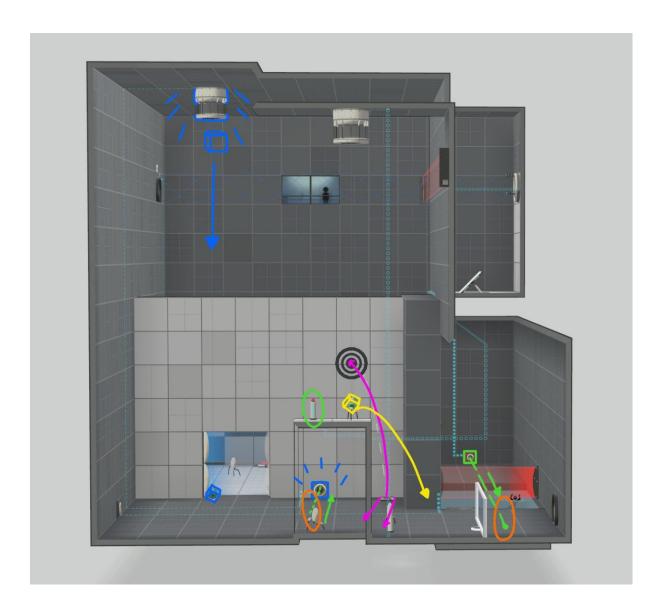
Objectives

1. Obtain the first reflector cube and move it to the second room.

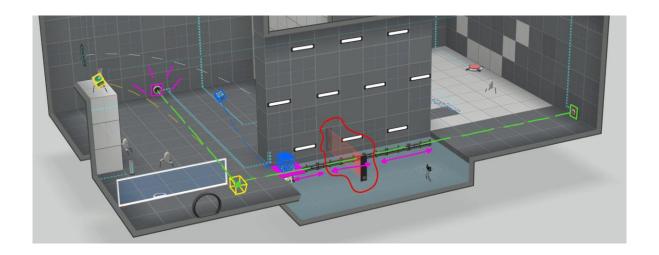
The level begins with the player behind a crystal, allowing them to analyze potential solutions to progress through the level. The player must create a portal to eliminate the two enemies in the lower section, as indicated by the orange line. Next, the player needs to activate the button on the pedestal to defeat the upper enemy, enclosed within the blue circle. The following step requires the player to ascend to the upper section with the help of the leap of faith plate, as shown by the pink line.



Once at the top, we need to press the pedestal button, which will activate the laser emitter enclosed in the green square. Subsequently, we must use portals to activate the laser emitter, as shown in the orange circles. This laser emitter will activate a weighted cube dispenser, as highlighted in blue.

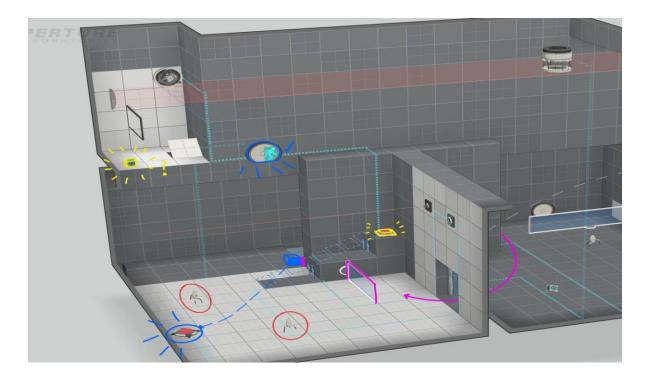


We will place the weighted cube on the pink movable platform. We need to activate the platform using the reflector cube we obtained from the upper section. The cube should be positioned as shown in the image, thereby activating the laser receiver and the movable platform. The movable platform is only capable of moving the weighted cube, as the player will die from a laser field if they attempt to ride the platform.



2. Reach the Goal Door

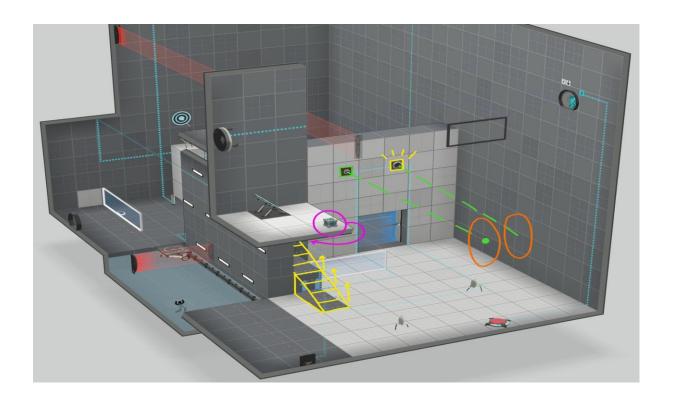
Take cover behind the glass to avoid the droid fire and destroy them using portals since it is impossible to reach them without the weapon, as shown by the pink and red lines. After destroying them, we need to pick up the weighted cube and place it on a button to open the goal door, as indicated by the blue lines.



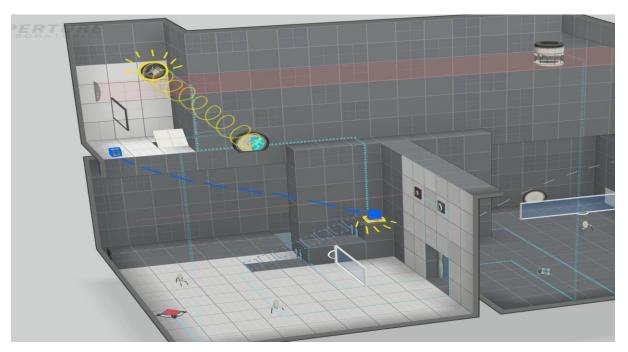
The player will see a laser on the wall that must be used to activate a laser receiver on the opposite wall via portals, as demonstrated by the green and yellow lines.

This receiver will activate stairs leading to a button for the cube, as marked by the yellow lines.

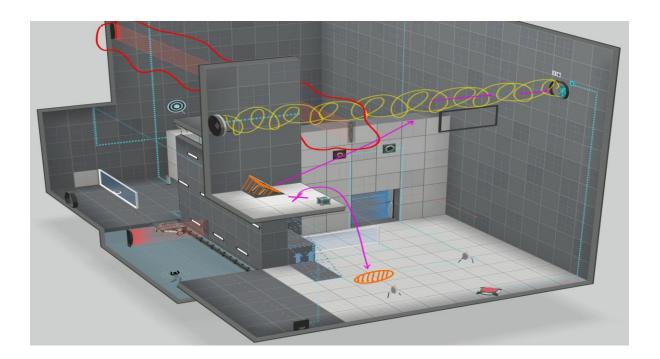
Next, the players must transport themselves to a platform in front of the goal door and retrieve a hidden cube.



With this cube, we must activate the previously mentioned button, explained with the blue lines, to activate a tractor beam, as demonstrated by the yellow lines.



To finish, position yourself on the platform in front of the goal door and perform a jump using the portals and the angled panel to reach the tractor beam, as indicated by the yellow lines, without touching the laser field and complete the level, as shown by the pink lines.



Player Progression:

- 1. The player must destroy the 3 droids by pressing the button in the middle of them and dropping a reflector cube.
- 2. The player needs to use a booster to reach the top of the column above the droids and collect the reflector cube.
- 3. Activate a button that triggers a laser.
- 4. Use the laser with portals to direct it to a laser receiver and drop a weighted cube.
- 5. Place the weighted cube on a stationary platform.
- 6. Redirect the reflecting laser to another laser receiver to activate the movable platform.
- 7. The player has completed the first room and must proceed to the next one.
- 8. In the next room, the player will encounter 2 enemies which must be destroyed.
- 9. Then, collect the weighted cube and place it on the button to open the goal port located at the top.
- 10. Next, retrieve a cube hidden at the top in front of the goal door.
- 11. With the cube, activate stairs which are triggered by a laser receiver located in front of the smiley face.

- 12. Using the portals, activate the stairs and place the weighted cube on a button for the cube.
- 13. This button will activate a tractor beam that will lead to the goal.
- 14. The player must position themselves on the platform under the tractor beam.
- 15. Using portals and an angled panel, fall into a portal and exit with the angled panel to reach the tractor beam and complete the mission.

Duration: 10-15 min

Difficulty: Medium