PORTAL DASH

A GAME DESIGN PROJECT

BY
DEBJYOTI BHOWMICK

INTRODUCTION

Welcome to a showcase of my *2D Platformer Runner* game **Portal Dash**! In this game, players take on the role of a character who must navigate through challenging levels filled with obstacles and enemies. The goal is to reach the end of each level while avoiding hazards. Let's dive into the process that led to the development of the features and mechanics of the game.
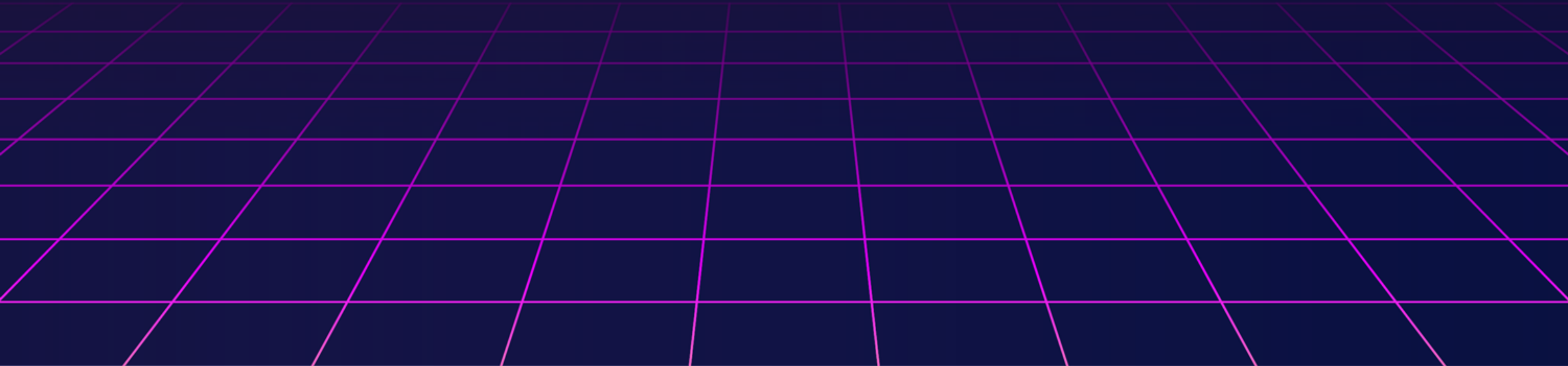
PROJECT BRIEF

• Mentor: Arjun Gupte (Game Director and Visiting Instructor)

Game to be made in Unity 3d/Gamemaker/Pico-8
• Style/content to be 2D 8-bit based w/ Duotone (MINIMAL colors/BG)
• Gameplay is single player,core gameplay loop to not excess 1 minute.
• No visual novels, quest ,or narrative based/story based
• Gameplay mechanism has to be skill based:arcade
• Final build platform Windows/Mac

DEVELOPMENT
PROCESS

INITIAL GAME DESIGN DOCUMENT

Module: Design Project- I
Assignment: Game Design Document

Game: Portal Dash (tentative)

Base concept: The game concept is that of a basic 2D platformer/ runner with a small twist. The player controls a human protagonist, running from the point of destruction of the dimension he is in. But the player can use portals on command to jump between 2 arenas, one stacked on top of the other. The player inverts in the other arena, thus allowing for controls to also be inverted.

Objective: Run from danger through a level/ series of levels.

Mechanics: -Jump
               -Slide
               -Portal (inverted controls in second dimension)

Conflict: Conflict lies with the variety of obstacles to force the player to jump or slide and to incentivize portal usage.

Visual elements: TBD

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1. Engaging Gameplay:
   - Experience fast-paced and action-packed platforming gameplay.
   - ***Jump, Slide, and Portal*** through various obstacles and traps.
   - Challenge your reflexes and timing skills to overcome difficult sections.
   - Enjoy smooth controls that provide precise movement and responsive actions.
2. Level Design:
   - Explore meticulously crafted levels with unique themes and visual styles.
   - Encounter a variety of obstacles, including platforms, spikes, a variety of bugs and more.
   - Each level offers increasing difficulty, providing a satisfying progression curve.
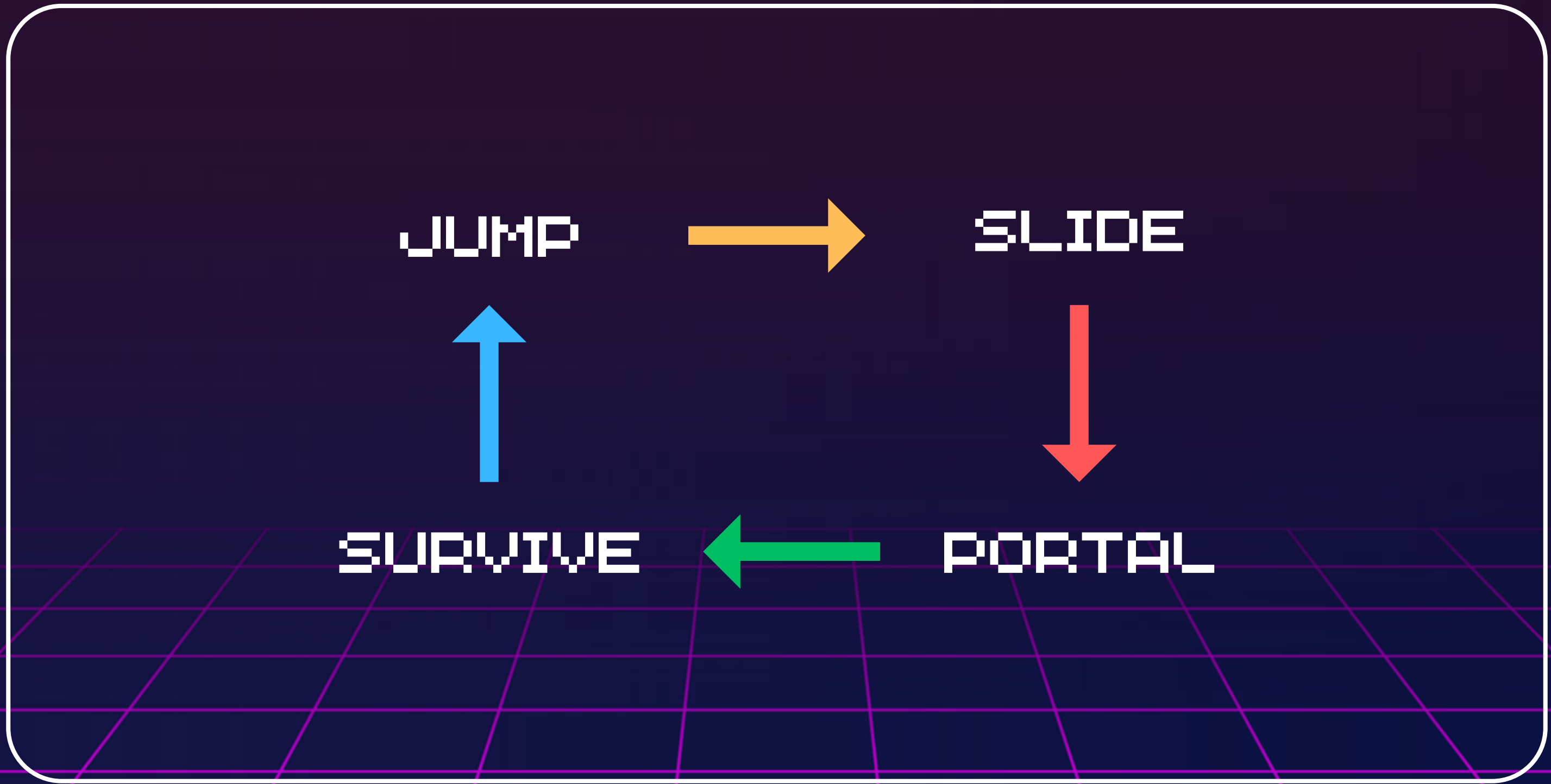
3. Challenging Enemies:
- Encounter diverse enemy types, each with its own behavior and attack patterns.
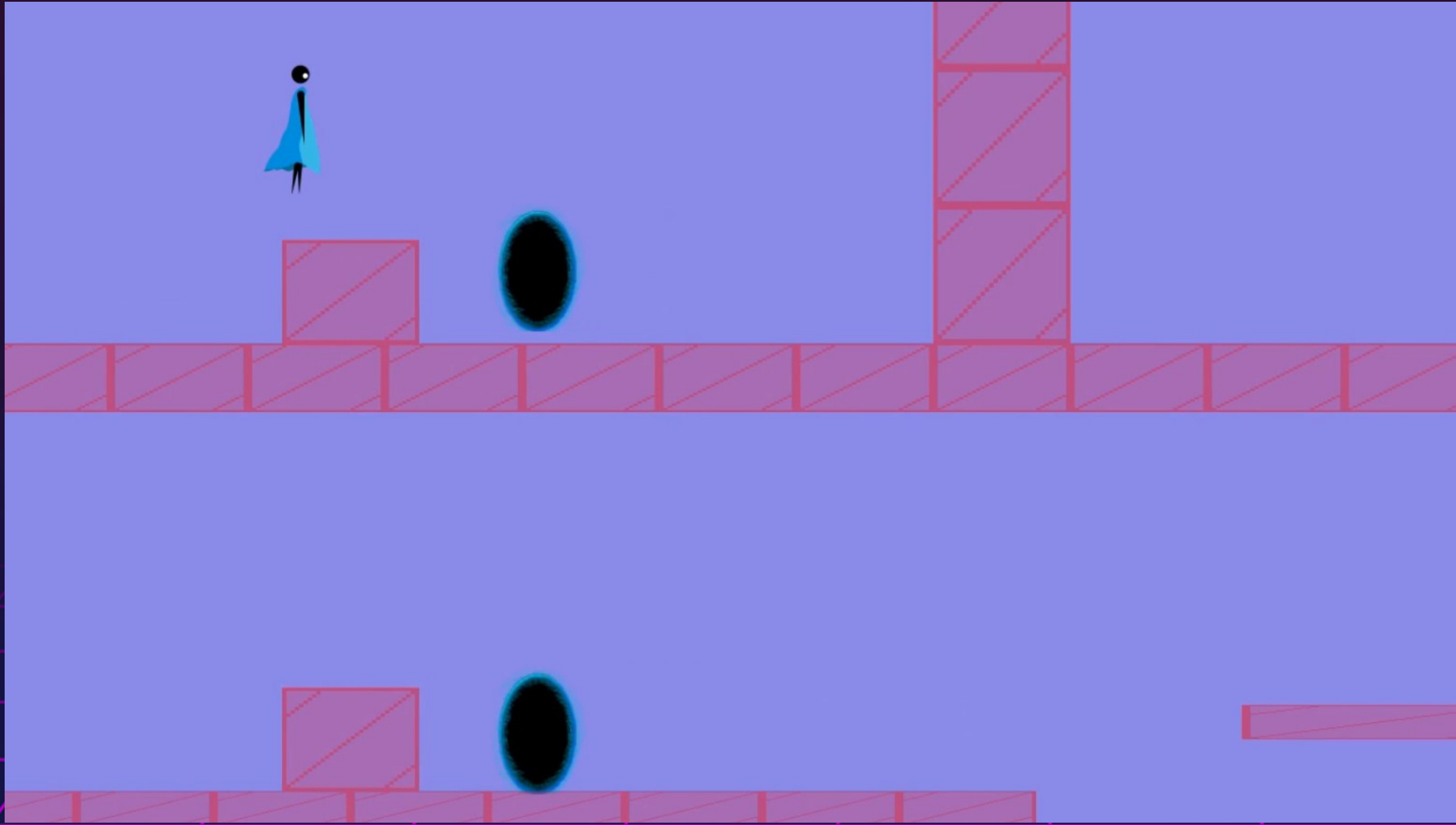- Learn enemy movement patterns and timing to effectively avoid or defeat them.

4. Visual and Audio Presentation:
- Immerse yourself in vibrant and visually appealing environments.
- Enjoy a captivating soundtrack that enhances the gameplay experience.
- Delight in smooth animations and polished graphics that bring the game world to life.
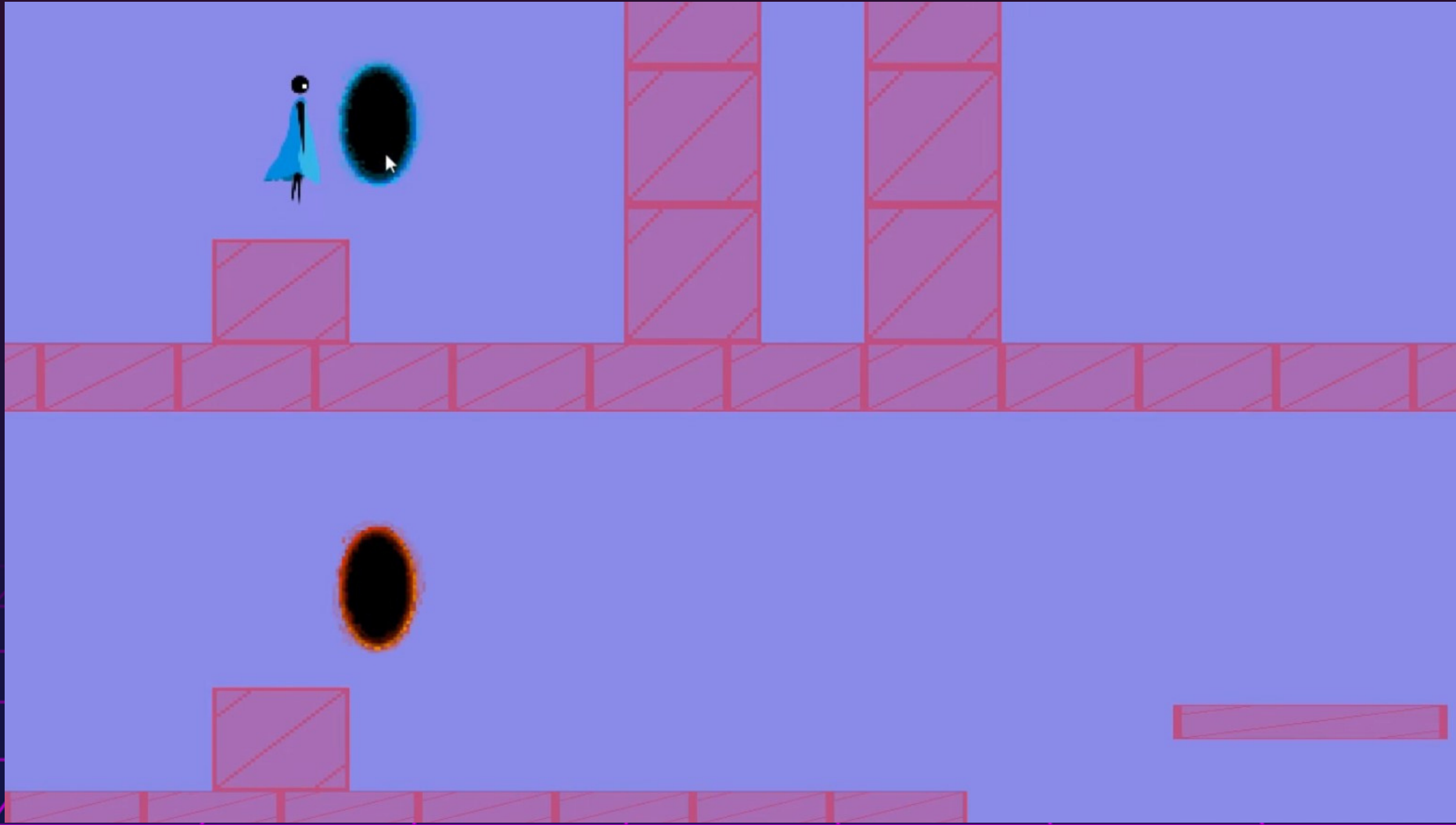
JUMP → SLIDE → PORTAL → SURVIVE → JUMP

CORE GAMEPLAY LOOP

PROTOTYPE 1

PROTOTYPE 2

PROTOTYPE 3

PROTOTYPE 4

PROTOTYPE 5

PROTOTYPE 6 (FINAL)

CONCLUSION

Portal Dash offers an exciting and challenging experience for players who enjoy fast-paced runner games. With its engaging gameplay, meticulously designed levels, and tricky obstacles the game provides a thrilling journey through visually captivating environments. I am excited to showcase my hard work and creativity in developing this game and hope you enjoy playing it as much as I enjoyed creating it. Thank you for your time, and I look forward to your feedback and suggestions.