

Game and Watch

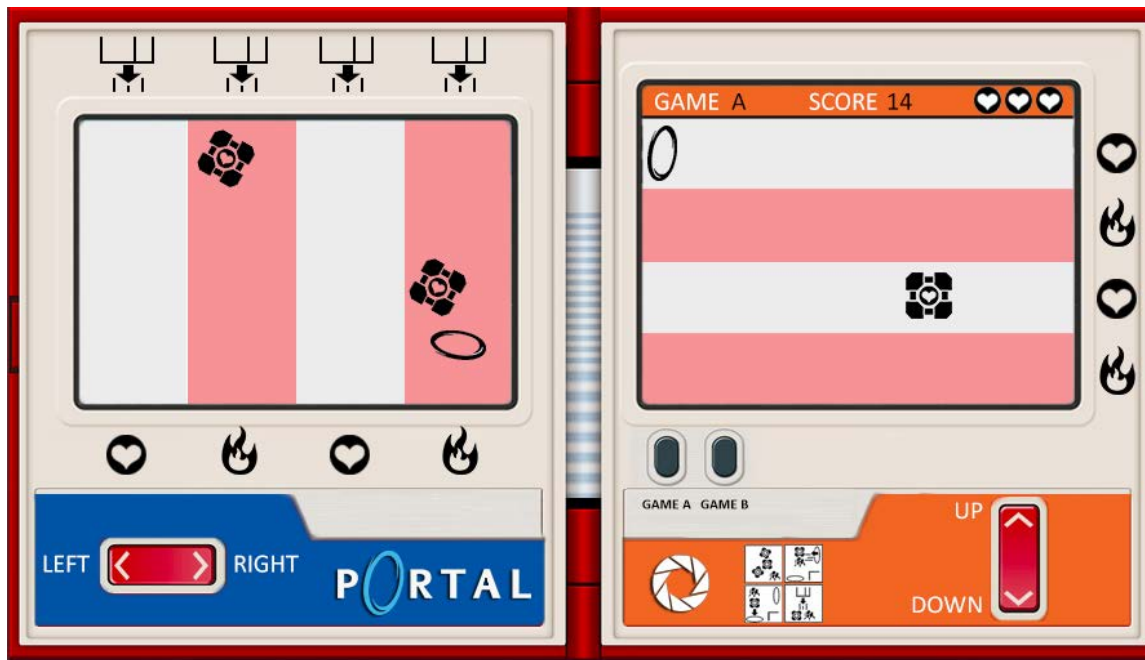
Portal

Tiemo Geuns

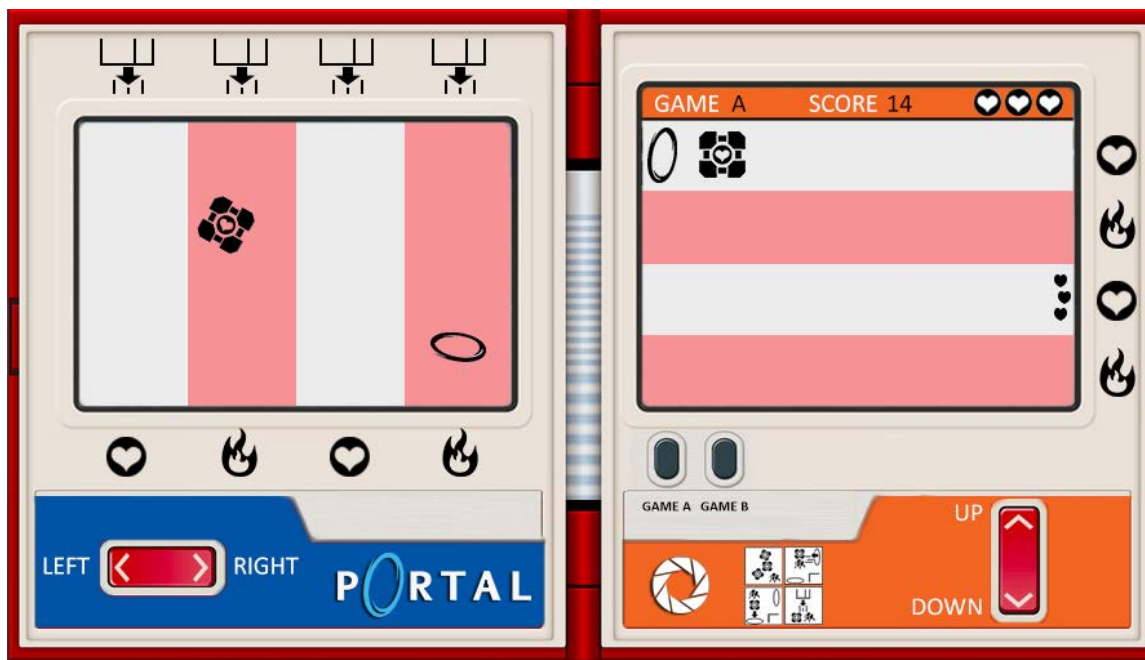
29.01.15

Portal

Game A

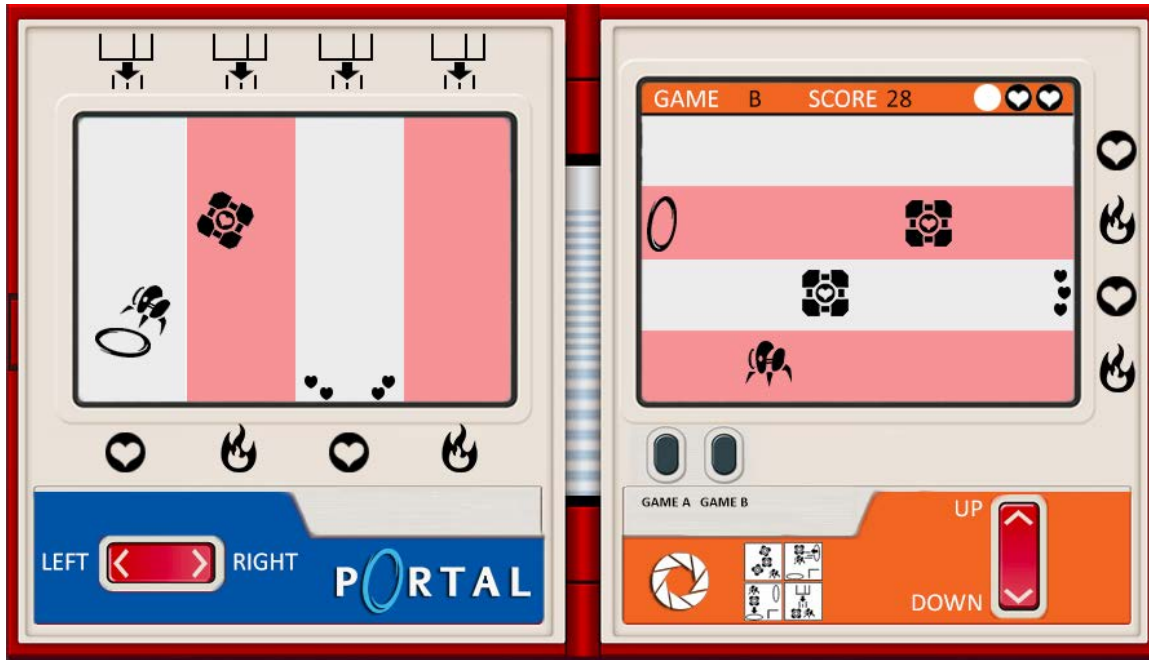


In Portal the player takes control over the two portals displayed in game screen one and two. By controlling the portals the player needs to save the companion cubes from fire and guide them to a heart. Saving companion cubes will be rewarded with points as destroying them in fire will be punished by one life loss. The player has 3 lives to begin with.

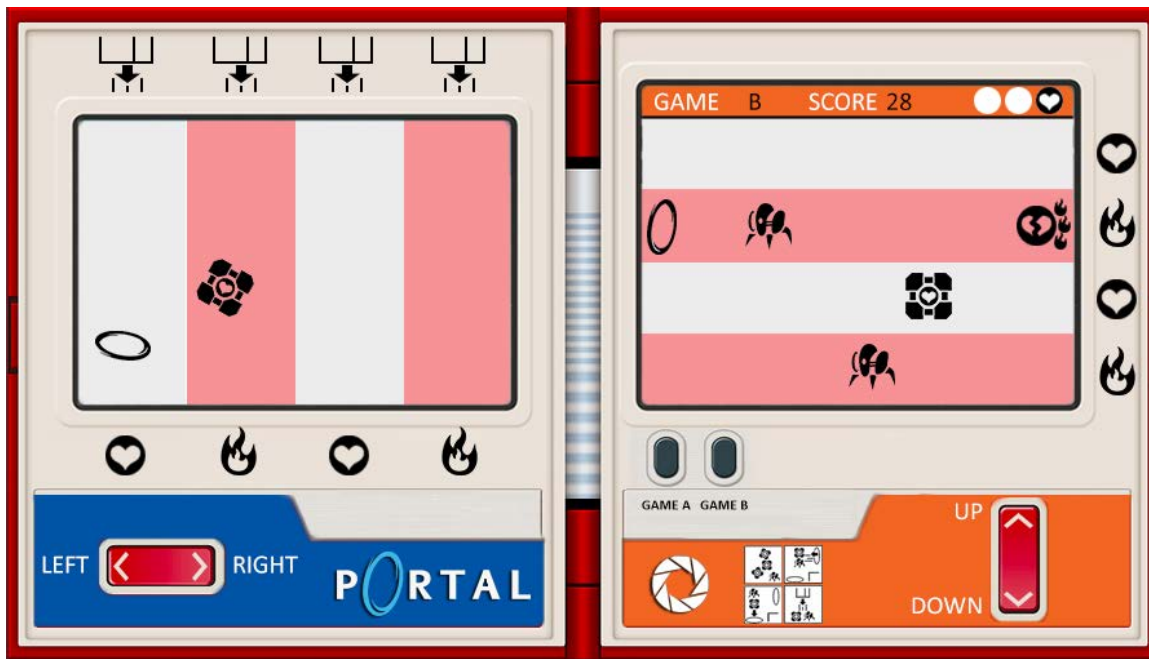


Game mode A is represented in a very easy way for players to learn the portal mechanic. Therefore it is possible for the player to just control one portal to win.

Game B



In game mode B the player is confronted with turrets as well. Turrets need to be burned and the companion cubes need to be saved.



Saving companion cubes and burning turrets will be rewarded with points. Destroying companion cubes and saving turrets on the other hand will be punished by one life loss. The player again has 3 lives to begin with.

Blacked Out Screen

