

GDD Portal Santino Luzzi

by Santino Luzzi

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PORTAL

INTENDED PLATFORMS

PC

TARGET AGE / DEMOGRAPHIC OF PLAYERS

Portal's intended demographic is both teens and adults alike. People that enjoy puzzles and problem solving.

INTENDED PEGI / ESRB RATING

PEGI – 12 (Violence) [4]

ESRB – Teen (Blood, Mild Violence) [3]

CONTRIBUTING TEAM MEMBER:

Santino Luzzi

SECTION 1: TITLE PAGE

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SECTION 2: GAME OUTLINE

SECTION 2: GAME OUTLINE

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GAME DESIGN DOCUMENTS: 2 TEN-PAGER TEMPLATE

GAME STORY SUMMARY

You are a test subject in the Aperture Science Enrichment Center #234 called Chell. You wake up in a 'relaxation' chamber. As you are released through the use of a portal you are asked to complete a series of challenges involving the use of a portal gun. You eventually acquire this portal gun and can create two way portals at will (with some limitations).

All of this is done by the facilities overseer GLaDOS (Genetic Lifeform and Disk Operating System), an artificial intelligence created by Aperture Science. As you progress through the test chambers GLaDOS becomes increasingly frustrated with the player and removes her morality core. This allows her to become increasingly more hostile towards the player.

GAME FLOW

A first-person 3D platforming puzzle game that finds Chell, a test subject completing a series of test chambers for the overseer GLaDOS. However, when GLaDOS' morality Core is detached Chell is in a lot more danger than initially perceived.

SECTION 2: GAME OUTLINE

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 2

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SECTION 2: GAME OUTLINE

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SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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CHARACTER APPEARANCE



1. [2]



2. [2]



3. [1]



4. [1]

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 3

1. Chell- the main protagonist and the character the player will control.
2. GLaDOS – The main antagonist, the overseer of the facility.
3. Sentry turret – A common enemy and threat to the player that is encountered frequently
4. Companion Cube – A weighted cube used for solving a number of puzzles throughout the game.

CHARACTER DOSSIER / DETAILS *(Add/adjust categories as appropriate)*

NAME:	Chell
GENDER:	Female
SPECIES:	Human
AGE:	Late 20s to Early 30s
FACTION:	
KNOWN ASSOCIATES:	
<i>(Extra categories)</i>	
<i>(Extra categories)</i>	

CHARACTER'S BACKSTORY

Chell is the daughter of an Aperture Scientist although this information is not revealed to the player for some time. She was present during GLaDOS' activation sometime in the 2000s, where the Enrichment Center was locked down immediately after the activation of GLaDOS.

Although initially being ruled as “abnormally stubborn” and rejected as a test subject. ‘Another character Doug Rattmann altered the testing order as he believed that Chell’s extreme tenacity might allow her to defeat GLaDOS. ‘[2]

Chell’s stubborn personality is fun to play into when it comes to defying GLaDOS’ instructions, this can be done by solving puzzles in unique unconventional ways.

CHARACTER CONTROLS / PLAYER CONTROLS

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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This would be the default configuration for a standard Keyboard and Mouse PC setup.

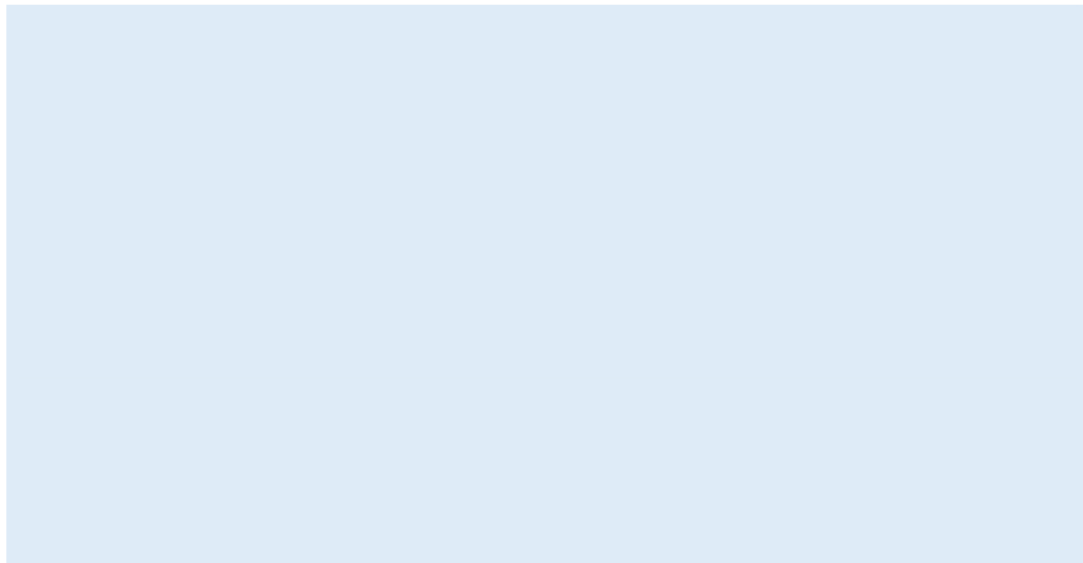
W – Strafe forward
A – Strafe Left
S – Strafe Backward
D – Strafe Right
Spacebar – Jump
Ctrl – Crouch
Shift – Sprint
Left mouse button – Create Portal 1
Right mouse button – Create Portal 2
E – Interact/Use/Pickup
Mouse – Look around

SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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SECTION 4: GAMEPLAY

SECTION 4: GAMEPLAY

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SEQUENCE OF PLAY

- The game is primarily set up through test chamber where each chamber or multiple chambers will constitute as a level.
- The final set piece includes a showdown with GLaDOS where Chell comes out victorious, destroying GLaDOS.

SECTION 4: GAMEPLAY

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UNIQUE SELLING POINTS (USPs)

The games USP will be the use of the handheld portal device, this has never been implemented into a first-person puzzle game before. Allow the player a sense of creativity they have never experienced before, truly allowing them to think outside of the box.

PLATFORM-SPECIFIC FEATURES

There are no platform specific features.

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SECTION 4: GAMEPLAY

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SECTION 5: GAME WORLD

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GAME WORLD

The game is set inside of the Aperture Science Enrichment Center, a testing facility where a large number of test subjects are forced into testing in potentially dangerous environments. This center seems to have largely been abandoned since GLaDOS was activated and locked down the center. Many parts of the center are in a state of decay and have not been maintained.

LOCATION DETAILS

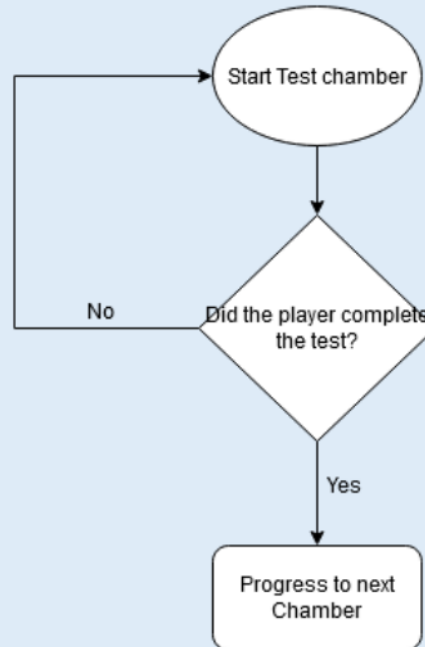
NAME:	Aperture Science Enrichment Center
WHAT DOES IT LOOK LIKE?	A very square and uniform environment with dull colours mainly white and greys.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	There is a very dull atmosphere and a sense of conformity in an attempt to discourage creativity.
WHAT KIND OF MUSIC WILL BE USED FOR THIS LOCATION?	There is almost no music, there are occasional radios playing one up beat song on repeat.
HOW ARE THE LOCATIONS CONNECTED IN THE GAME WORLD?	The locations are very linear, you complete one test chamber then you are taken to the next.

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GAME FLOW



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SECTION 5: GAME WORLD

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SECTION 6: GAME EXPERIENCE

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GAME EXPERIENCE

The overall theme of the game is somewhat curious with an eerie almost horrific theme as you don't exactly know what has happened to the rest of the test subject but you know it was unpleasant. There are a few humorous elements in the game when it comes to the interactions of Chell and GLaDOS.

HOW IS THIS FEELING GOING TO BE PRESENTED TO THE PLAYER?

These feelings are presented to the player in the level designs and atmosphere. There are hidden areas the player can find with writing on the walls telling the player that things aren't as they seem.

ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

SECTION 6: GAME EXPERIENCE

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WHAT DOES THE PLAYER FIRST SEE WHEN THEY START THE GAME?



SECTION 6: GAME EXPERIENCE

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

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WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

I want the player to feel a sense of uncertainty that they are never truly in control and at any point GLaDOS could take everything away from them.

HOW ARE MUSIC AND SOUND GOING TO BE USED?

Sound can be used to get my point across by playing sounds to the player of mechanical structures faintly being played in the background to let them think that things are happening behind the scenes and will invoke a sense of curiosity.

HOW DOES THE PLAYER NAVIGATE THE SHELL MENUS/ SCREENS OF THE GAME?

The player will navigate these screens by using the mouse, these shell menus will be very straight forward and straight to the point as to get them involved in the game quicker.

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SECTION 6: GAME EXPERIENCE

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SECTION 7: GAMEPLAY MECHANICS

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GAMEPLAY MECHANICS

MECHANIC: Handheld Portal Device, Cubes, buttons, Tubes.

HAZARD: Water, Material Emancipation Grills, Turrets, Pistons, Neurotoxin, Rocket Turret, Thermal discouragement beam.

Power ups: No power ups.

MECHANIC DETAILS

NAME:	Handheld Portal Device
WHAT DOES IT LOOK LIKE?	Like a handheld canon, with a white metal shell and three mechanical arms surrounding the barrel.
EFFECT ON PLAYER:	Creates and destroys two-way portals, allowing the player and objects to travel great distances and reach places that are seemingly impossible.
WHEN WILL IT FEATURE IN THE GAME?	Appears shortly after the first chamber and is used throughout the rest of the game.

HAZARD DETAILS

NAME:	Material Emancipation Grills
WHAT DOES IT LOOK LIKE?	A large wall of blue energy similar to a forcefield
EFFECT ON PLAYER:	Will vaporize unauthorised equipment to pass through the gates, such as companion cubes. Will also destroy portals and cannot shoot portals through the wall.

SECTION 7: GAMEPLAY MECHANICS

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**WHEN WILL IT FEATURE
IN THE GAME?**

Usually at the end of every test chamber to ensure the player has nothing they shouldn't have with them.

SECTION 7: GAMEPLAY MECHANICS

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COLLECTIBLE ITEMS

There are no collectibles in the game.

COLLECTIBLE DETAILS

NAME:	
WHAT DOES IT LOOK LIKE?	
BENEFIT FOR PLAYER:	
WHEN WILL IT FEATURE IN THE GAME?	
CAN IT BE USED AS CURRENCY?	
WILL IT EARN PLAYERS AN ACHIEVEMENT?	

SECTION 7: GAMEPLAY MECHANICS

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GAME ECONOMY

There is no economy system.

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SECTION 7: GAMEPLAY MECHANICS

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SECTION 8: ENEMIES

SECTION 8: ENEMIES

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LIST OF ENEMIES

Sentry Turrets
Rocket Turrets
GLaDOS

ENEMY DETAILS

NAME:	Sentry Turrets
WHAT DOES IT LOOK LIKE?	Small robot on three legs with a singular infrared light beam facing forward.
ATTACKS:	If the beam is broken the turret will lock onto the player and start firing bullets at a fast rate.
WHEN WILL IT FEATURE IN THE GAME?	Several test chambers as an obstacle to overcome.
HOW DOES THE PLAYER DEFEAT IT?	In numerous ways, simply avoiding it by creating portals to get around it or by knocking the turret over effectively destroying/disabling.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	The player can then progress through the test chamber without the threat of the turret killing them.

SECTION 8: ENEMIES

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LIST OF BOSS CHARACTERS

GLaDOS

BOSS CHARACTER DETAILS

NAME:	GLaDOS
WHAT DOES IT LOOK LIKE?	Large Robotic structure hanging from the ceiling with a lot of moving parts
ATTACKS:	Rocket Turret that locks on and shoots at the player shortly after. Neurotoxin is being released into the room and will kill the player in 6 minutes.
WHEN WILL IT FEATURE IN THE GAME?	At the very end of the game.
HOW DOES THE PLAYER DEFEAT IT?	Using the portal gun to redirect the rocket turret's projectiles back onto GLaDOS and throwing the cores that fall off her into the incinerator.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Their Freedom!

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SECTION 8: ENEMIES

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SECTION 9: CUTSCENES

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CUTSCENES



SECTION 9: CUTSCENES

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CUTSCENE DETAILS *(use this table for each unique cutscene you include)*

VISUAL STYLE:	Real time 3D rendered cutscene
BRIEF DESCRIPTION OF SCENE:	GLaDOS is defeated and the ceiling is ripped out above her taking both her and you with it.
WHEN WILL IT FEATURE IN THE GAME?	The very end of the game.
PURPOSE:	To signify the ending of the game and to let the player know that the story might not be over and to expect a sequel.

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SECTION 9: CUTSCENES

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SECTION 10: BONUS MATERIALS

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GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 10

BONUS MATERIALS

Once the game is completed, the player unlocks a few new test chambers that are a lot more challenging and implement new limitations such as completing the tests with movement limitations and portal limitations.

REPLAY VALUE

There is more than one way to solve every puzzle, replaying the game will allow you to find new perhaps more efficient ways to clear the test chambers.

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SECTION 10: BONUS MATERIALS

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Bibliography.

- [1] "Main page," Portal Wiki, https://theportalwiki.com/wiki/Main_Page (accessed Dec. 10, 2023).
- [2] C. to H.-L. Wiki, "Chell," Half, <https://half-life.fandom.com/wiki/Chell> (accessed Dec. 08, 2023).
- [3] "Portal," ESRB Ratings, <https://www.esrb.org/ratings/23494/portal/> (accessed Dec.07, 2023).
- [4] "Search results," Search | PEGI Public Site, https://pegi.info/search-pegi?q=Portal&op=Search&age%5B0%5D=&descriptor%5B0%5D=&publisher=&platform%5B0%5D=&release_year%5B0%5D=&page=3&form_build_id=form-pwH7NPkjDU9lj-TrpkMdArIjIHq7TN6FaSxnn-7poaM&form_id=pegi_search_form (accessed Dec. 07, 2023).

SECTION 10: BONUS MATERIALS

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FINAL GRADE

63/100

GENERAL COMMENTS

1. Engagement With Literature Skills (60%)

Research has been evidenced in the submitted work and a bibliography in IEEE format has been included, meeting the requirements of the assessment brief. You can include a few more entries here, such as the game itself and Scott Rogers's book 'Level Up' as they're also relevant, and would earn you more marks.

2. Knowledge & Understanding Skills (63%)

A good appreciation of the purpose of a GDD can be found in the submitted work, with the game idea broken down into relevant sections.

3. Cognitive & Intellectual Skills (65%)

The demographic analysis is good though it's probably possible to go further with this – not just interest in genre but also aesthetics, humour, platform owners, etc. Try to build up a profile of your 'perfect' player here.

Good analysis of the game story – this is short and communicates the bare minimum but works as a premise of initial idea (which is what it would be if you were writing your own game design).

Inclusion of a flow chart for game flow shows an ability to analyse the game and map out functionality in a visual manner. It

would be good to expand on this and show how the player navigates their way through menus as well.

The cutscene breakdown could be a little more detailed – think of it more like a storyboard with each shot documented, even just as a rough sketch. This would be useful to an animation or art team tasked with producing cinematics for your game idea.

4. Practical Application Skills (60%)

Use of visual material is good in the GDD as this helps break up the document but also provides references for art and design teams to come up with ideas for visual design. The keyboard controls are represented in a table which is good but the image could have a map of the controls on it directly – this would mean the information can be communicated very quickly and with less chance of misinterpretation or error.

5. Transferrable Skills for Life and Professional Practice (63%)

All elements of the GDD have been completed and submitted to Turnitin before the deadline provided. A little more info might be good to include here and there, though the concise nature of the work makes it easy to find information.

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