



Portal 2 Test Chamber

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Level Design : Sketch

Part : 2



Level Design : Sketch

Part : 3



Level Design : Test Chamber

PORTAL 2 TEST CHAMBER MAP CREATION

ICAN 3GDB LEVEL DESIGN
TP



The objective of this test was to create a new map for a future DLC of the game Portal 2. It is therefore a question of adding new rooms but without adding new elements of Game Design. The rules and ingredients remain the same as the original game.

For this exercise I took into account 2 types of player. Those who bought the game recently and are playing it for the first time. By the time they reach the DLC, they will have already completed the main story. The second type of players being those who have already played the game and who return after a long period of absence.

To perform this test, I first played Portal 2. Having never played this game, I needed to know what had already been exploited.

I then spotted the ingredients which in my opinion could bring a new experience to the players. The main ingredient that I ended up working on is the "Faith Plate"

Level Design : Test Chamber

I decided to separate my rooms into three parts instead of making one. Given the difficulty of my "Master" level, it was less pugnitive to start the player over in this room rather than asking him to redo all the rooms. For the creation of my rooms. I wanted to bring a feeling of grandeur. The player will find himself in rooms with a lot of space at certain times. faith plates are introduced from the first room. I also took into account what was possible to do with the faith plates :

- to be thrown in the air
- Modified the degree of propulsion (have a bell trajectory or be in a straight line)
- Objects and enemies can be projected
- Speed and height do not affect the strength of the faith plate
- the player gains speed

My rooms all have a different purpose. **My first room**, will allow the player to review the basics of the game. Pull gates, activate a plate, activate a button, see the plate project an object and defuse a trap. it is an easy room that requires the player to be a little attentive. **My second room**, will ask the player to be more attentive to what surrounds him. No time constraints. It is a room that requires reflection. **The last room** will require mastery. The player will review situations he has already experienced. But this time with a time limit to carry out certain actions.

Level Design : Difficulty

To manage the difficulty of my rooms, the different ingredients offered by the editor have helped a lot. I thus made a list of the different ingredients that it is possible to see in my different rooms. This list will have undergone several corrections. Because as I advanced, I noticed that some were not necessary and overloaded the rooms. So I preferred to remove them and exploit properly what I had already put in place.

ROOM #1

- Faith Plates x3
- Laser Field x1
- Angled Panel x2
- Weighted Cube (with Dropper) x1
- Cube Button x1
- Button x1

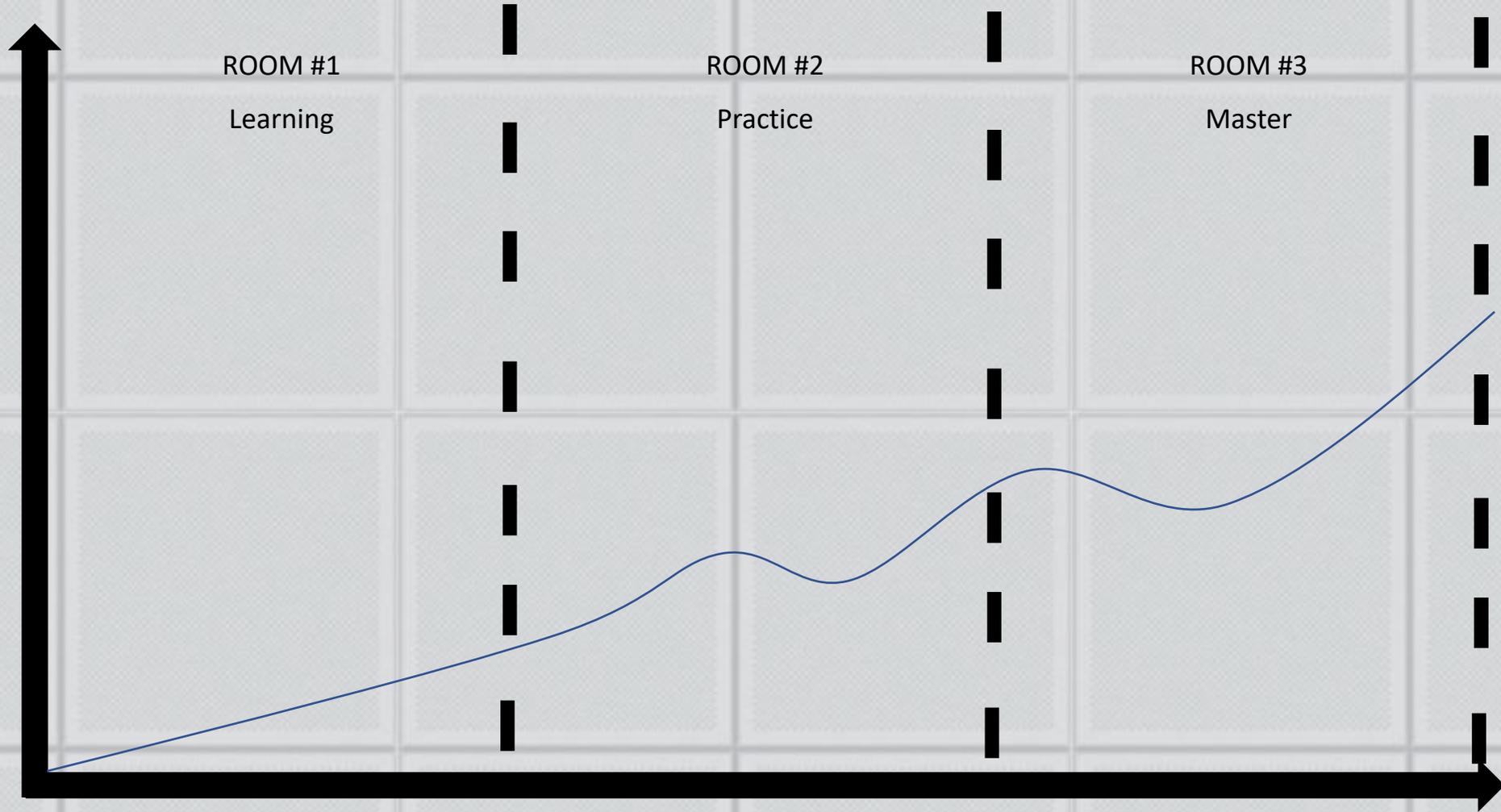
ROOM #2

- Faith Plates x5
- Bounce Gel (With Dropper) x1
- Angled Panel x1

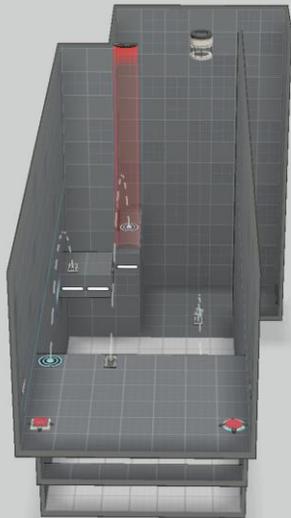
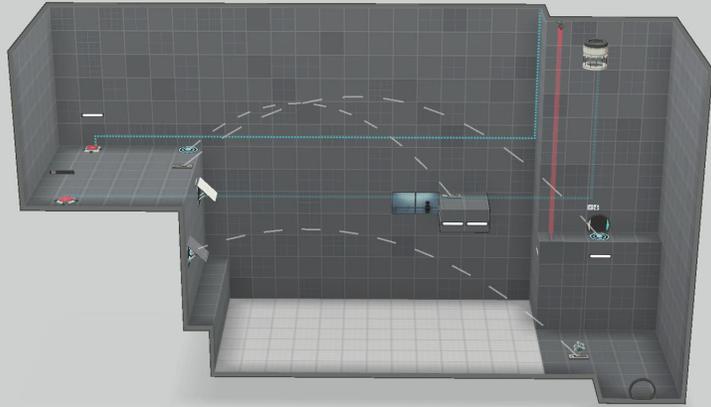
ROOM #3

- Faith Plates x8
- Glass x1
- Angled Panel x2
- Weighted Cube (with Dropper) x2
- Button x3
- Pedestal Button x2 (20 Secondes /30 Secondes)
- Turrets x3
- Piston Platform x1
- Track Platform x1
- Glass panel x 6

Level Design : Difficulty Curve



Level Design : Room #1



This room is the simplest among the three made. First of all when the player enters the room, he can see his objective right away. The exit door is highlighted in height. The room is mainly covered with a black square, preventing him from using his weapon as he wishes. So he quickly understands that he has no choice but to use the highlighted plate.

He will then use his weapon to create portals on the angled panels and thus be projected onto a platform. The player was once again taught how to exploit the propelling speed of a plate with its portals.

The new plate made available to him on the platform will lead him to a slightly higher platform. This gives him access to 3 new ingredients. A new plate, a standard button and a square button.

if the player go on the standard button, he will bring up a cube which will fall on the first plate. If the player has left his portals open, then there is the object which enters and leaves its portals. He will then need to descend the recovered and redo the course with the cube in his possession. The player has just remembered that he can pass objects through his portals and that objects and enemies can trigger the plates.

The player will understand that he will then have to place the cube in the cube-shaped button to deactivate the lasers. Finally by taking the last plate he will arrive at the exit.

With this room the player has just remembered a large part of the basic mechanics of the game.

Level Design : Room #2

This room contains less ingredient than the previous one. But she will ask the player to be more attentive to what surrounds him and he will quickly understand that the speed of the plates will be of great help to him.

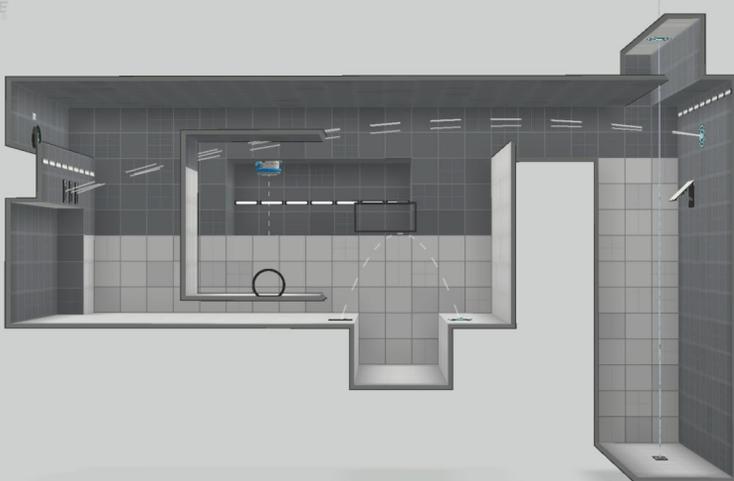
The first thing that the player notices when entering the room will be the blue gel allowing him to jump higher several times. On the left a platform in height where the exit is located as well as faith plates at the level of the cornice and on the right a white wall with a plate made available.

This can quickly gain difficulty because it requires the player to have a lot of thought for this room. For new players, it can be difficult. The player will further understand that the plates positioned at the level of the ledge are not placed by chance. By taking a little height the player can see that there is another room behind the white wall. This room will not ask the player to be attentive to the functioning of an ingredient, but to be attentive to the formation of the room.

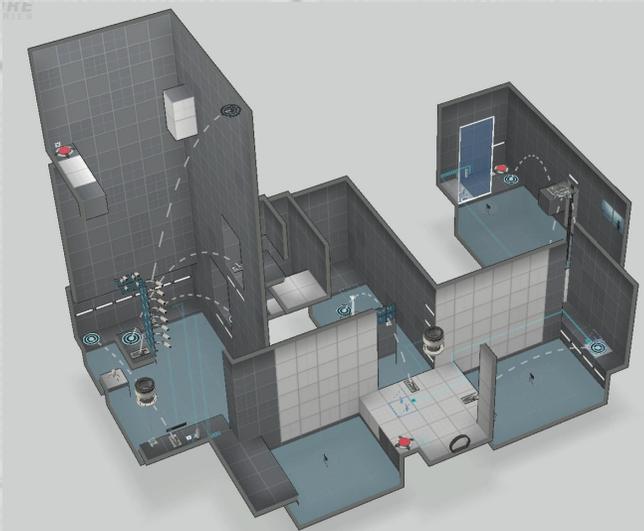
This room will somehow force the player to make the most of the plates. In addition, even if the player does not succeed on the first try, he does not find himself blocked in the room without escape. An inclined plane has been placed in the hidden part of the room to allow it to stand out in the event of difficulty.

This room also serves as a teasing because the player will find a similar situation in the last room.

For success, he will have to use almost all the ingredients present in the room. If there are three plates at the ledge it is to allow the player to have a larger window of opportunity. This room has no conditions for defeat, as there is already an increase in difficulty which can be significant.



Level Design : Room #3



The last room is the most difficult. It will ask the player to be attentive to those around him, but also to ask him to react quickly. The player will enter a central hall. In front of him is a plate with a platform blocking the passage, a piston platform in the water and the outlet. The player immediately understands that for the moment his objective is impossible to achieve. By looking around he can find a plate and a button allowing him to acquire a cube.

Taking the cube and taking the plate to his right, he will arrive in a second room. with enemies. The simplest trick is to use the cube as a shield to knock them over. This room includes new ingredients in addition to enemies. A moving platform and a switch. A standard button to place the cube there. When he places the cube, it will have the effect of lowering the platform which partially blocks the trajectory of the player to reach the exit, but the piston platform remains for the moment in the water. The switch will make tilted platforms appear for twenty seconds to allow the player to reach a third room.

This part of the room remains the simplest. The goal being that the player wasn't trouble too much . He has already realized that there are timers to perform certain actions. The last room will be the most difficult for the player. Because she will ask him for a mastery of plates.



The conditions for defeat are many, there is water and a turret. If the player is too inattentive, he can quickly fall and start the full level again. Hence my intention to want to separate my test rooms. This last part of the level, will put the player under pressure if he does not master the mechanics of the game. To succeed in this room the player will have to use several faith plates to reach a high point in a given time to place a last cube on a button at the top. Activation of this button raises the submerged piston plate so that the player can reach the exit.

Level Design : Final

To finish this document. Regarding my intentions I wanted to mix several styles of play. The first room serving only as reminders to the players. The second allowed the player to know that it is possible to have phases of reflection with the plaques of faith. It is also a question of showing him that in this situation, height and speed are the elements that can bring him to the exit.

For the last room, the goal was to put the player under pressure. Everything in him would have the possibility of carrying out the different parts of the room without activating the timers so that he could get used to it. He is also asked to have a mastery of faith plates as well as jumps in the portals to gain height at certain times.

THANK YOU

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