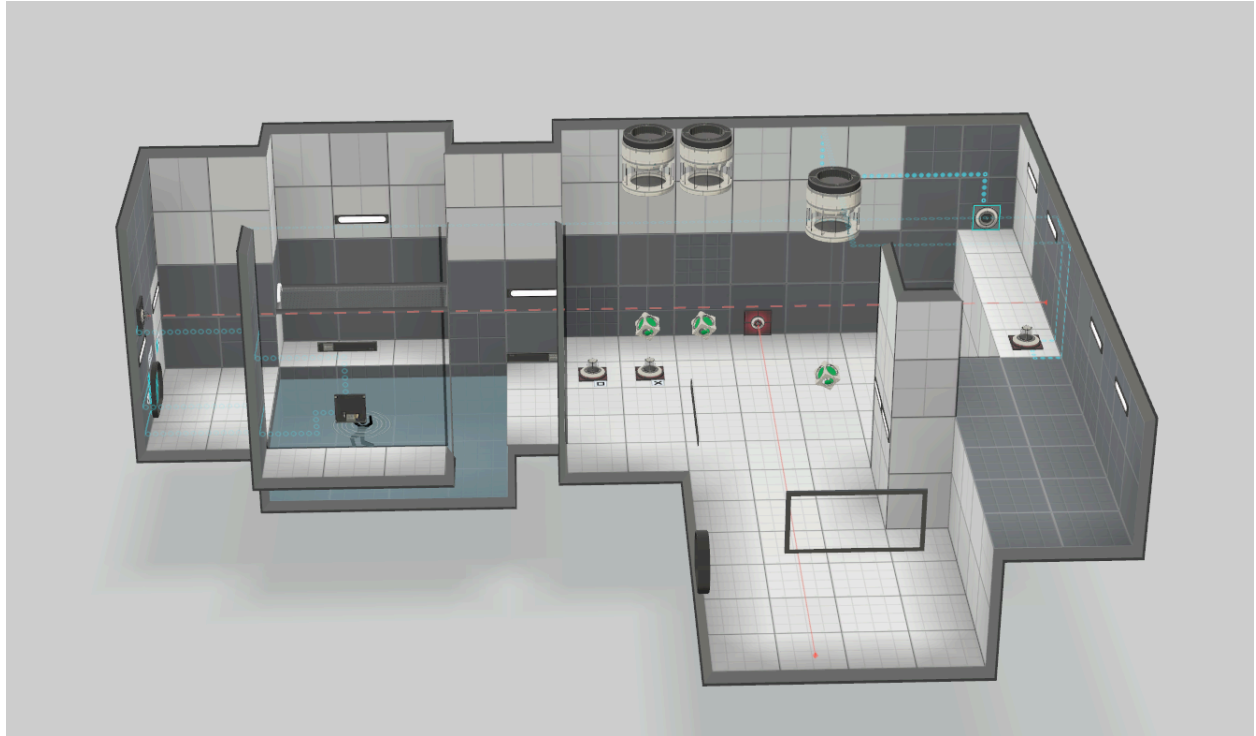


## Portal 2 Postmortem

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[Video](#)



This level teaches the player how to utilize lasers in unique applications. During development, this puzzle began with a room that eventually became two stages with too much bloat in between and eventually was slimmed to the final stage shown.

One of my biggest frustrations with playing other people's levels was that there were rooms that felt like they were made to be done in sequential order but should have been done in separate levels rather than one large one. It made me unsure whether materials from previous sections should be brought into future parts or use only what is available in a given section. I wanted to avoid this gripe on my level by trying to make the usefulness of the second chamber, the one with water in it, only valuable once the first stage was completed. This helped keep the puzzle in two major sections while still being in one room and making the player feel all the elements should be used for each stage.

When the level was simpler, playtesters still seemed to positively respond to figuring out that they needed to bring the block on the top far to the side so that a portable wall could direct a laser to it. I felt that this needed to stay throughout the variations I made because even though the idea was simple it required the player to think a tiny bit to come up with a solution without frustrating them. I believe this was a great way to reinforce the player's knowledge, with a simple challenge that made them feel clever.

There are three major steps to complete this level

1. Redirect lasers to glass collectors on the ground [\(0:27\)](#)
  - a. Leads to portal wall on other side of water
2. Find a way to bring laser to top level [\(0:54\)](#)
  - a. Most players in playtesting took a bit of time it required them to return to beginning wall of level to set portal for laser
3. Use the third block to set the laser collector on water section [\(2:13\)](#)
  - a. Must navigate minor hazard of water
  - b. Requires player to shoot a laser vertically through the chain wall
  - c. Move top level block to be in line with new laser and faced away from laser collector
    - i. If faced towards laser collector the third block will be reset and break the laser chain

