STEVE HINAN PRESENTS

PORTAL

GAME DESIGN DOCUMENT

PITCH

A short rhythm heist. Fall down a tunnel of neon shapes, tap magic circles that flicker in and out, then open vault doors whose locks are polyrhythms.

HOW IT PLAYS

Each run has three vaults. Between vaults you fly down a polygon tunnel toward a distant door. Magic circles appear and vanish along the way. Tap them to keep the descent going.

At each vault, a door lock plays a polyrhythm: three rings, three drum sounds fixed for that vault, and a tempo dial. The current combination loops the whole time.

Set Rhythm 1, Rhythm 2, and Rhythm 3 (each 1 to 16) and Tempo (40 to 270) to match the lock, then tap the portal to try. There is no Check button.

- Wrong: the door thumps and dims, with a hint naming the first dial to move and which way.
- Right: the bolts retract, the rings spin, and an iris opens into the next tunnel.

Clear all three vaults to finish. The leaderboard ranks vaults cleared, then run time.

AUDIO

Vault rhythms use the shared Polyrhythm percussion and clock modules. Tunnel pulse and unlock accents use the shared Synth engine. Modules live under `/shared/audio`, shared with Polyrhythm and Synth.

STATUS

Playable at `/portal/`. Official URL: stevehinanpresents.com/portal.

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