



Portfolio

Game Design • Narrative & Level Design

Selected Works (2018–2026)

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PROFESSIONAL PROFILE

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Professional Profile

[PERFILE PROFESIONAL] [職務概要]

PERSONAL DETAILS

FULL NAME Ricardo Caballero Pascual

LOCATION Canary Islands & Madrid, Spain

PRIMARY ROLE Game Designer

SPECIALIZATION Level Design, Quest Design & Narrative Design



TECHNICAL TOOLS

Game Engines:

Unity

Unreal Engine

Scripting:

C#

Unreal Blueprints

CSS & HTML

Version Control Tools:

SourceTree

Plastic SCM

Production:

JIRA

Trello

HacknPlan

Edition Tools:

Adobe Photoshop

Adobe Premiere Pro

Others:

Twine

Blender

Aseprite

EDUCATION Official Bachelor Degree in Game Design (University of Technology, Arts and Design)

LANGUAGES English (C1.1), Spanish (Native) & Japanese (JLPT N5)

CAREER OBJECTIVE

To continue designing narrative experiences that resonate with players and leave an indelible mark on them. I want to be part of a multidisciplinary team where creativity and attention to detail are valued and nurtured in order to bring ambitious projects to life.

[ESP] Seguir diseñando experiencias narrativas que resuenen con los jugadores y dejen una marca indeleble en ellos. Quiero formar parte de un equipo multidisciplinar donde la creatividad y la atención al detalle sea valorada y cuidada para dar vida a proyectos ambiciosos.

[JPN] プレイヤーの心に響き、深い印象を残す物語体験をこれからもデザインしていくたいと考えています。創造性と細部へのこだわりを大切にし、育んでいくことができる多職種チームの一員として、野心的なプロジェクトを形にしていきたいです。

DESIGN PHILOSOPHY

The best designers share three essential pillars: **organization** in their work, **technical mastery**, and, above all, strong **communication** skills.

[ESP] Los mejores diseñadores comparten tres pilares esenciales: **organización** en su trabajo, **dominio técnico** y, sobre todo, una gran capacidad de **comunicación**.

[JPN] 優れたデザイナーには共通する三つの重要な柱があります。それは、「仕事を整理して進める力」、「確かな技術力」、そして何よりも「高いコミュニケーション能力」です。

SHIPPED GAMES

- Ironskins, Full Hearts Games S. L. (coming 2026)
- Teenage Mutant Ninja Turtles: Mutants Unleashed, aheartfulofgames S. L. (2024)
- Cry Babies Magic Tears: The Big Game, Drakhar Studio S. L. (2023)
- Hotel Transylvania: Scary-Tale Adventures, Drakhar Studio S. L. (2022)
- PAW Patrol The Movie: Adventure City Calls, Drakhar Studio S. L. (2021)
- Burn Me Twice, Null Reference Studio (2020)

ABOUT ME

Hi! I'm Ricardo, a Spanish game designer driven by my lifelong fascination with stories—whether from books, films, or the games that shaped my imagination. I believe the power of video games lies in their interactivity: players don't just witness a story, they become part of it. My goal as a designer is to craft experiences and narratives that players remember as their own.

Outside of work, I enjoy reading, gaming, studying, writing and running tabletop RPGs. I'm always eager to take on new challenges and continue growing as a designer.

[ESP] ¡Hola! Soy Ricardo, un diseñador de videojuegos impulsado por una gran fascinación por las historias de todo tipo, independientemente de si estas proceden de libros, películas o videojuegos. Creo que el poder de los videojuegos reside en su componente interactivo: los jugadores no solo son testigos de una historia, sino que se convierten en parte de ella. Por ese motivo, mi objetivo es crear experiencias y narrativas que los jugadores recuerden como propias.

Fuera del trabajo, me gusta leer, jugar videojuegos, estudiar, escribir y dirigir juegos de rol de mesa. Siempre estoy dispuesto a afrontar nuevos retos y seguir creciendo como diseñador.

[JPN] こんにちは。私はリカルドと申します。スペイン出身のゲームデザイナーで、幼い頃から本や映画、そして想像力を育んでくれたゲームなど、あらゆる物語に魅了されてきました。ゲームの力はその“インターラクティブ性”にあると信じています。プレイヤーは物語をただ見るだけではなく、その一部として体験できるからです。デザイナーとしての目標は、プレイヤーが“自分の物語”として記憶してくれるような体験とナラティブを創り出すことです。

仕事以外では、読書やゲーム、勉強、執筆、そしてテーブルトーク RPG の運営を楽しんでいます。常に新しい挑戦を求め、デザイナーとして成長し続けたいと考えています。



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PROFESSIONAL

WORK



Professional Work

[TRABAJO PROFESIONAL] [ゲーム制作実績]

IRONSkins

Tactical RPG · Coming 2026 · PC (Steam)

Developer: Full Hearts Games S. L.

Development Period: 6 years

Role: Game Designer / Level Designer / Cinematic Designer



OVERVIEW

'IRONSkins' is a turn-based tactical game that blends RPG elements with a dynamic and branching narrative, where player decisions reshape the story. The plot centers on a European squad of mech pilots as they hunt down the Crimson Brigade, a mercenary group secretly fueling a civil war in Cyprus.

[ESP] "IRONSkins" es un juego táctico por turnos que combina elementos de RPG con una narrativa dinámica y ramificada, donde las decisiones del jugador importan. La trama sigue a un escuadrón europeo de pilotos de mechas en su misión por dar caza a la Crimson Brigade, un grupo de mercenarios que aviva en secreto una guerra civil en Chipre.

[JPN] 「IRONSkins」は、RPG要素と分岐するダイナミックな物語を融合させたターン制タクティカルゲームです。プレイヤーの選択によって物語が大きく変化していきます。物語は、キプロスで密かに内戦を煽動する傭兵組織「クリムゾン・ブリゲード」を追う、ヨーロッパ出身のメカパイロット部隊を中心に展開します。

KEY RESPONSIBILITIES

Game Design

- Redesigning core mechanics to address clarity, pacing and player engagement issues.
- Balancing the entire combat system, including weapons, artillery, support modules and progression curves.
- Reworking the stress mechanic, creating a modular system of stress effects and stress-out behaviours that preserved narrative depth while reducing implementation cost.
- Collaborating with programmers and designers to integrate new systems

efficiently and maintain coherence during a massive mechanics overhaul.

Level Design

- Level review and rebalancing, adjusting enemy placement, cover layout, difficulty curves and encounter flow across all stages.
- Ensuring narrative consistency, refining dialogue, camera work and trigger logic across missions and story events.

Cinematic Design

- Designing and implementing cutscenes, developing shot composition and narrative pacing within strict animation constraints.



| IMAGE GALLERY





TEENAGE MUTANT NINJA TURTLES: MUTANTS UNLEASHED

Action · 2024 · PC (Steam), Nintendo Switch, PS4, Xbox One, PS5, Xbox Series X

Developer: aheartfulofgames S. L.

Development Period: 1 year 8 months

Role: Quest Designer / Narrative Designer



| OVERVIEW

'Teenage Mutant Ninja Turtles: Mutants Unleashed' is a 3D platform and brawler game with a strong narrative component where the player takes control of Leo, Raph, Donnie and Mikey to stop the "Mewbies" (new mutants) who are breaking chaos in New York. The TCRI Corporation seems to be behind it all, and the intrepid four must use their ninja skills to restore order and protect the peace between humans and mutants.

[ESP] "Teenage Mutant Ninja Turtles: Mutantes Desencadenados" es un juego de plataformas y combate 3D con un fuerte componente narrativo, donde el jugador controla a Leo, Raph, Donnie y Mikey para detener a los "Mewbies" (nuevos mutantes) que están sembrando el caos en Nueva York. Todo apunta a que la Corporación TCRI está detrás de lo ocurrido, y los intrépidos cuatro deberán usar sus habilidades ninja para restaurar el orden y proteger la paz entre humanos y mutantes.

[JPN] 「Teenage Mutant Ninja Turtles: Mutants Unleashed」は、強い物語性を備えた3D プラットフォーム& ブロウラーゲームです。プレイヤーはレオ、ラフ、ドニー、そしてミキーを操作し、ニューヨークで混乱を引き起こしている“ミュービーズ”（新たなミュータント）を止めなければなりません。事件の背後にはTCRI社が関わっているようで、4人の忍者たちは人間とミュータントの平和を守るため、自らのスキルを駆使して立ち向かいます。

| KEY RESPONSIBILITIES

Quest Design

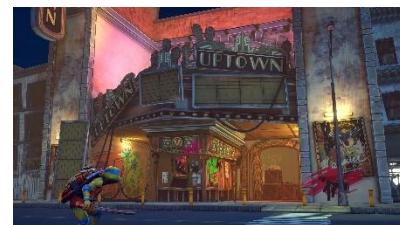
- Planning, outlining and structuring missions as part of the Quest Design team, including narrative beats, objectives and pacing.
- Implementing combat zones within levels, selecting enemy types and distributing encounters to support gameplay flow.
- Integrating narrative moments into gameplay, ensuring story events and mission progression remained cohesive.

Narrative Design

- Supporting the narrative team by composing cinematic shots for key character conversations.
- Creating and implementing full cutscenes, ensuring smooth integration within mission and level flow.
- Designing dynamic dialogues and banter that trigger naturally during gameplay.
- Applying adaptive music cues during conversations to reinforce tone and narrative intent.
- Coordinating with art and animation teams to plan required props, staging, and animation needs for cinematics.



| IMAGE GALLERY



BURN ME TWICE

Puzzle, Adventure · 2020 · PC (Steam)

Developer: Null Reference Studio

Development Period: 1 year

Role: Quest Designer / Narrative Designer & Writer



OVERVIEW

‘Burn Me Twice’ is an exploration-driven adventure with a strong narrative focus. Abigail von Rattenhartz, a Noctrian witch captured by the Inquisition of Saint Lunneria, is sentenced to burn at the stake. Her execution is postponed only if she helps investigate a series of supernatural crimes in the border town of Düstenburg.

[ESP] “Burn Me Twice” es una aventura de exploración con un fuerte enfoque narrativo. Abigail von Rattenhartz, una bruja noctria capturada por la Inquisición de Santa Lunneria, ha sido condenada a morir en la hoguera. Su ejecución se aplaza únicamente si ayuda a investigar una serie de crímenes sobrenaturales en la ciudad fronteriza de Düstenburg.

[JPN] 「Burn Me Twice」は、物語性を重視した探索型アドベンチャーゲームです。ノクトロリアの魔女アビゲイル・フォン・ラッテンハルツは聖ルネリア異端審問会に捕らえられ、火刑を宣告されますが、国境の町デュステンブルクで起きている超常的な事件の調査に協力すれば処刑は猶予されます。

KEY RESPONSIBILITIES

- Led the narrative and quest design of the project, defining the story structure, pacing, and overall player progression.
- Wrote the full game script, including branching dialogue, secondary conversations, and all in-game text, contributing to the game winning the Tell Me a Story award at IndieDevDay 2020.
- Designed the world, lore, and thematic foundations of Düstenburg to ensure narrative coherence across all events and characters.
- Planned and structured missions (main and secondary), defining objectives, narrative beats, and investigation/judgment sequences inspired by ‘Ace Attorney’ games.
- Designed the game’s areas and districts, establishing their layout and interconnections to support exploration and story flow.
- Created all main and secondary characters, defining their personalities, roles, and behaviour routines to build a reactive, believable world.
- Proposed and refined narrative-driven mechanics during throughout development.
- Collaborated in testing and iteration, identifying bugs and ensuring narrative, gameplay, and level flow remained cohesive.
- Maintained close communication with the team, adapting narrative design to production constraints while preserving the creative vision.



| IMAGE GALLERY





HOTEL TRANSYLVANIA: SCARY-TALE ADVENTURES

Platform · 2022 · PC (Steam), Nintendo Switch, PS4, Xbox One

Developer: Drakhar Studio S. L.

Development Period: 1 year

Role: Game Designer / Level Designer



'Hotel Transylvania: Scary-Tale Adventures' is a 3D platform game in which the player controls Drac and Mavis as they explore worlds inspired by classic tales with a monstrously fun twist. Facing enemies and puzzles, they must use their special abilities to run, glide, and jump through these peculiar stories.

[ESP] "Hotel Transilvania: Aventuras e historias de terror" es un juego de plataformas 3D en el que el jugador controla a Drac y Mavis mientras exploran mundos inspirados en cuentos clásicos con un toque monstrosamente divertido. Enfrentándose a enemigos y puzzles, deberán usar sus habilidades especiales para correr, planear y saltar a través de estas peculiares historias.

[JPN] 「Hotel Transylvania: Scary-Tale Adventures」は、クラシックな童話をモンスター風にアレンジした世界を冒険する3D プラットフォームゲームです。プレイヤーはドラキュラとメイヴィスを操作し、敵やパズルに挑みながら、ダッシュやグライド、ジャンプなどの特別なアクションを駆使して物語の世界を進んでいきます。

KEY RESPONSIBILITIES

Level Design

- Designed and implemented seven full levels from initial layout to final gameplay, combining platforming challenges with kid-friendly puzzles.
- Adapted level scope and pacing to meet shifting production requirements, reducing originally planned 20–30 minute levels to polished 5-minute experiences without losing variety or clarity.
- Integrated character abilities (telekinesis, hypnosis, gliding, etc.) into level flow to reinforce narrative and gameplay identity.
- Planned and built functional environments for multiple story arcs, including desert ruins, forests, swamps, jungles, and palace interiors.
- Delivered seven complete levels despite strong asset limitations, working with only a small set of platform types and variations imposed by early art-team constraints.

Game Design

- Created puzzle mechanics and environmental challenges tailored to young audiences while maintaining engagement and readability.
- Managed in-level economy and collectible distribution, ensuring balanced progression and player motivation.
- Wrote in-game text and interaction prompts to support clarity and narrative cohesion.
- Tested and iterated on builds, identifying bugs and refining level flow, puzzle logic, and encounter placement.
- Collaborated with the wider team to ensure levels aligned with the approved design vision and the constraints of an external IP.



| IMAGE GALLERY



PAW PATROL THE MOVIE: ADVENTURE CITY CALLS

Platform · 2021 · PC (Steam), Nintendo Switch, PS4, Xbox One

Developer: Drakhar Studio S. L.

Development Period: 10 months

Role: Game Designer / Level Designer



OVERVIEW

'PAW Patrol The Movie: Adventure City Calls' is a 3D platform adventure game based on the movie of the same name 'PAW Patrol: The Movie'. Humdinger has become the mayor of Adventure City and the pups will have to race into action to stop his evil plans.

[ESP] "PAW Patrol La Película: Adventure City Calls" es un juego de aventuras y plataformas 3D basado en la película "PAW Patrol: The Movie". Humdinger se ha convertido en el alcalde de Adventure City y los cachorros deberán entrar en acción para detener sus malvados planes.

[JPN] 「PAW Patrol The Movie: Adventure City Calls」は、映画『PAW Patrol: The Movie』を原作とした3Dアクションアドベンチャーゲームです。アドベンチャー・シティの市長となったハムディンガーの悪だくみを止めるため、パウ・パトロールの仲間たちが出動します。

KEY RESPONSIBILITIES

Level Design

- Collaborated with the design team to create, refine, and polish the game's levels based on a pre-established script and narrative structure.
- Converted narrative guidelines into fully playable levels, ensuring clarity, accessibility and smooth pacing for a young audience.
- Designed 15-minute levels featuring platforming challenges and a variety of mini-games to maintain engagement and gameplay diversity.
- Adapted level design to strict production constraints, including the constant presence of two characters on screen (player + AI companion).
- Delivered content under a tight 10-month schedule, meeting the publisher's requirement to align the game's release with the movie's premiere.
- Applied child-focused design principles.

Game Design

- Co-designed and implemented endless runner mini-games, contributing to their mechanics, flow and difficulty balance.
- Implemented voice-over lines across all supported languages, ensuring correct triggers, timing, and integration.
- Tested and debugged builds, identifying and resolving major issues prior to release.



| IMAGE GALLERY





CRY BABIES MAGIC TEARS: THE BIG GAME

Party Game · 2023 · PC (Steam), Nintendo Switch, PS4, Xbox One

Developer: Drakhar Studio S. L.

Development Period: 1 year

Role: Game Designer — Project Lead



| OVERVIEW

‘Cry Babies Magic Tears: The Big Game’ is a children’s party game based on the popular ‘Cry Babies Magic Tears’ franchise. Players join their favorite characters as they explore colorful environments, complete simple mini-games, and follow a light-hearted narrative designed for very young audiences.

[ESP] “Cry Babies Magic Tears: The Big Game” es un party game infantil basado en la popular franquicia “Cry Babies Magic Tears”.

Los jugadores acompañan a sus personajes favoritos mientras exploran coloridos escenarios, completan minijuegos sencillos y siguen una narrativa ligera pensada para los más pequeños.

[JPN] 「Cry Babies Magic Tears: The Big Game」は、人気シリーズ『Cry Babies Magic Tears』を原作としたキッズ向けのパーティーゲームです。プレイヤーはお気に入りのキャラクターたちと一緒にカラフルな世界を探索し、シンプルなミニゲームを楽しみながら、小さな子どもに向かって作られたやさしい物語を進めています。

| KEY RESPONSIBILITIES

Game Design

- Took ownership of the project’s design once the initial concept was approved, transforming it into a fully viable game structure.
- Prototyped and designed multiple mini-games, iterating mechanics and flows to suit the target audience.
- Adapted design decisions to strict constraints, including predefined camera requirements, asset limitations and changes imposed by the lead designer.
- Worked under a highly compressed schedule, contributing to a project developed by a small team during a difficult period for the studio.

Narrative Design / Game Writing

- Wrote the full game script, including all dialogues and narrative sequences, adapting the tone and content to the Cry Babies IP.

Level Design

- Designed the majority of the game’s levels, from layout sketches to final implementation, ensuring clarity and accessibility for very young players.
- Ensured gameplay readability for young children, applying cognitive-appropriate design principles to avoid frustration and maintain engagement.

Production

- Collaborated closely with the programming team, requesting and defining the systems and tools needed to build levels and mini-games efficiently.
- Studied and internalized the franchise’s style and rules, negotiating with the IP holder to ensure narrative and mechanical consistency.
- Prepared design documentation for the publisher, contributing to milestone approvals and project financing tasks typically handled by production.



| IMAGE GALLERY



3

PERSONAL PROJECTS



Personal Projects

[PROYECTOS PERSONALES] [個人プロジェクト]

NIGHTMARE

Type: Prototype

Development Period: 24 hours

Tools: Unity & C#



OVERVIEW

‘Nightmare’ is a first-person horror prototype inspired by ‘Slender: The Eight Pages’. The player explores a dark forest while avoiding the monsters that roam the area. To survive, they must rely on a flashlight with limited battery and a camera capable of repelling enemies.

[ESP] “Nightmare” es un prototipo de terror en primera persona inspirado en “Slender: The Eight Pages”. El jugador explora un bosque oscuro mientras evita a los monstruos que merodean por los alrededores. Para sobrevivir, debe usar una linterna con batería limitada y una cámara capaz de repeler a los enemigos.

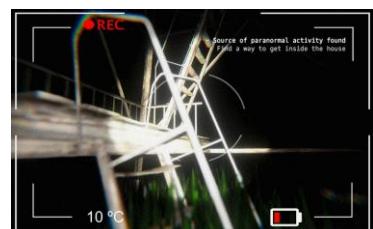
[JPN] 「Nightmare」は、「Slender: The Eight Pages」に着想を得た一人称視点のホラープロトタイプです。プレイヤーは暗い森を探索し、周囲を徘徊するモンスターを避けながら進みます。生き残るために、バッテリーに制限のある懐中電灯と、敵を撃退できるカメラを使いこなす必要があります。

GOAL

I developed ‘Nightmare’ in 2018 as a personal exercise to **apply the horror-design concepts** I was studying on my own: tension, threat, pacing, sound design, and spatial composition. My goal was to create, in roughly 24 hours, a short experience that could evoke real fear despite having minimal resources.

[ESP] Desarrollé Nightmare en 2018 como un ejercicio personal para **aplicar los conceptos de diseño de terror** que estaba estudiando por mi cuenta: tensión, amenaza, control del ritmo, diseño sonoro y composición espacial. Me propuse crear en unas 24 horas una experiencia breve que, aun con recursos mínimos, fuera capaz de generar miedo real.

[JPN] 「Nightmare」は、私が独学で学んでいたホラーゲームデザインの概念——緊張感、脅威、テンポコントロール、サウンドデザイン、空間構成——を実践するために、2018年に個人的な課題として制作したものです。限られたリソースでも本物の恐怖を生み出せるかを試すため、およそ24時間で短い体験を完成させることを目標にしました。





MURDER IN THE BLUE TRAIN

Type: Student Project

Development Period: 4 months

Tools: Unity & C#



| OVERVIEW

‘Murder in the Blue Train’ is a small investigative adventure developed in 2019 with three classmates during university. Inspired by titles like ‘Hotel Dusk’, the game follows a detective traveling on a train where a murder has taken place. Players must explore the carriages, uncover clues, and solve simple puzzles to identify the culprit before the train reaches the next station.

[ESP] “Murder in the Blue Train” es una pequeña aventura de investigación desarrollada en 2019 junto a tres compañeros durante la universidad. Inspirado en obras como “Hotel Dusk”, el juego sigue a un detective que viaja en un tren donde se ha cometido un crimen y debe encontrar pistas, explorar los vagones y resolver puzles sencillos para descubrir al culpable antes de llegar a la siguiente estación.

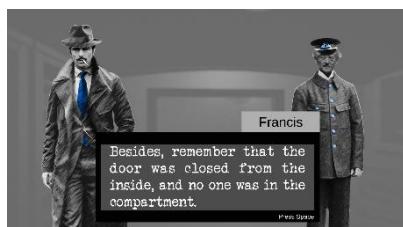
[JPN] 『Murder in the Blue Train』は、2019年に大学の仲間3人と制作した小規模な推理アドベンチャーです。『Hotel Dusk』などの作品に影響を受け、列車内で起きた殺人事件を調査する探偵が主人公です。プレイヤーは車両を探査し、手がかりを集め、簡単なパズルを解きながら、列車が次の駅に到着する前に犯人を突き止めなければなりません。

| GOAL

This project began as an academic experiment to see whether we could create a small narrative adventure while still studying. It was our first team project, and I took on the level design (limited to three train cars) as well as the narrative design and writing. Although simple, it was a formative experience that taught me how to collaborate, structure a mystery, and prepare for more ambitious projects such as ‘Burn Me Twice’.



[ESP] Este proyecto nació como un experimento académico para comprobar si éramos capaces de crear una pequeña aventura narrativa mientras estudiábamos. Fue nuestro primer trabajo en conjunto y me permitió asumir el diseño de niveles (limitado a tres vagones) y el diseño narrativo y guion. Aunque el juego es sencillo, fue una experiencia clave que me ayudó a aprender a colaborar, a estructurar un misterio y a prepararme para afrontar proyectos más ambiciosos como “Burn Me Twice”.



[JPN] このプロジェクトは、「学業と並行して小さな物語主体のアドベンチャーを作れるか」を試す学術的な実験として始まりました。私たちにとって初めてのチーム制作であり、私は3両の車両を使ったレベルデザインと、ナラティブデザインおよび脚本を担当しました。作品自体はシンプルですが、協働の基礎やミステリー構成の考え方を学び、その後の『Burn Me Twice』のようなより大きな挑戦に備える重要な経験となりました。



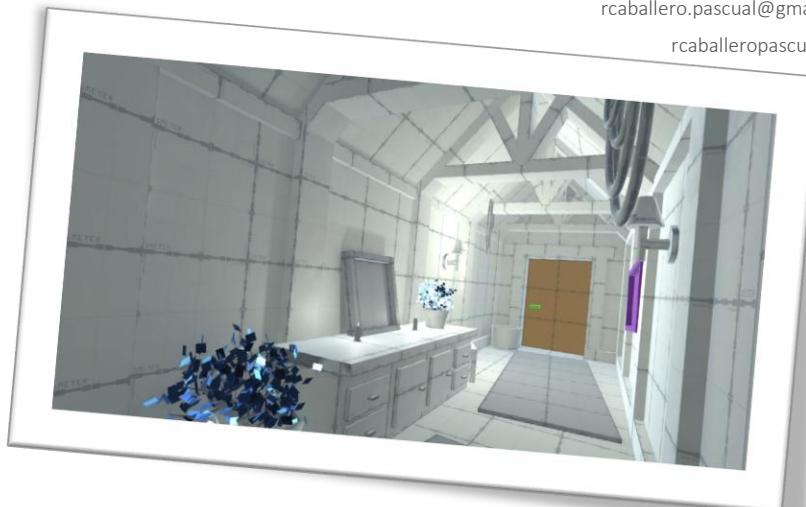


THE DARK FOREST

Type: Level Design

Development Period: Ongoing

Tools: Unity & C#



| OVERVIEW

‘The Dark Forest’ is a personal level-design project inspired by ‘Resident Evil Village’. The player must escape from a stalking creature while exploring a cabin, a forest, and a cable-car station, combining exploration, environmental tension and light puzzle-solving. The project aims to recreate the atmosphere, pacing and spatial structure typical of modern survival horror.

[ESP] “The Dark Forest” es un proyecto personal de level design inspirado en Resident Evil Village. El jugador debe escapar de una criatura que lo acecha mientras explora una cabaña, un bosque y una estación de teleférico, combinando exploración, tensión ambiental y pequeños puzzles. El proyecto busca recrear la atmósfera, el ritmo y la estructura espacial propios del survival horror moderno.

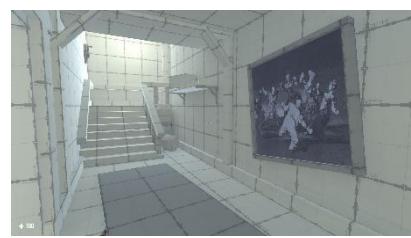
[JPN] 『The Dark Forest』は、『Resident Evil Village』に着想を得た個人制作のレベルデザインプロジェクトです。プレイヤーは、追跡してくるクリーチャーから逃れながら、山小屋、森、ロープウェイ駅を探索します。探索、環境的な緊張感、簡単なパズルを組み合わせ、現代的なサバイバルホラー特有の雰囲気やテンポ、空間構成を再現することを目指しています。

| GOAL

I began ‘The Dark Forest’ in 2022 to test my level design knowledge and create a piece that reflects my affinity for survival horror. After an initial version that proved too ambitious, I decided to revisit the project with a more realistic and methodical approach. My goal is to build a complete level that demonstrates my ability to design pacing, atmosphere, exploration and progression within a horror setting.



[ESP] Empecé a trabajar en “The Dark Forest” en 2022 con el propósito de poner a prueba mis conocimientos de level design y crear una pieza que reflejara mi afinidad por el survival horror. Tras una primera versión demasiado ambiciosa, retomé el proyecto para desarrollarlo de forma más realista y metódica. Mi objetivo es construir un nivel completo que demuestre mi capacidad para diseñar ritmo, atmósfera, exploración y progresión dentro de un entorno de terror.



[JPN] 『The Dark Forest』は、私のレベルデザインの知識を試し、サバイバルホラーへの強い関心を形にするために2022年に始めたプロジェクトです。最初のバージョンは野心的すぎたため、より現実的かつ計画的なアプローチで作り直すことにしました。ホラー環境におけるテンポ、雰囲気、探索、進行設計のスキルを示せる完成度の高いレベルを構築することが目標です。

