

# PORTFOLIO

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# Abtos Covert

## Overview:


Abtos Covert is a survival horror game in which you play the role of a soldier keeping guard on a remote outpost out in the woods. The player must search for the truth. Fend off the mysterious entities attacking the outpost and find clues from previous soldiers who had the same shift and survived every night.

Steam Link: [Abtos Covert](#)

Gameplay on: [Youtube](#)

Platform: PC

Tools Used:   

Engine: 



# Student Project to a Commercial Project

**Abtos Covert** started as a three-person student project, transforming into a three-year development effort with a team of four, along with a publisher. The game successfully reached Steam, highlighting its journey. In a crucial shift, it moved from a confined map to a free-to-explore environment, offering players an immersive experience of a Greek military outpost in the mountains.



# Abtos covert

## Detailed Info

I am the lead game and level designer for Abtos Covert.

I played a key role in the game's development, overseeing both game and level design aspects.

Inspired by atmospheric psychological horror games and the well-known FNaF series, Abtos Covert is a 3-person student project that has grown to a team of 4 for its official release on Steam.

## Basic Mechanics

- first-person movement
  - stamina
  - excluding jump or crouch
- (Economy) Power management
  - CCTV camera system
  - spotlights
  - vent fans
  - vent lock lever
- Light a Candle
- Hide Mechanism
- Random events
  - Alarm Clock
  - Kettle
- Random events
- Vent Peeking



# Aesthetics

- High-res models
- High-res textures
- Volumetric lighting
- Depth & palette
- Realistic Scenario

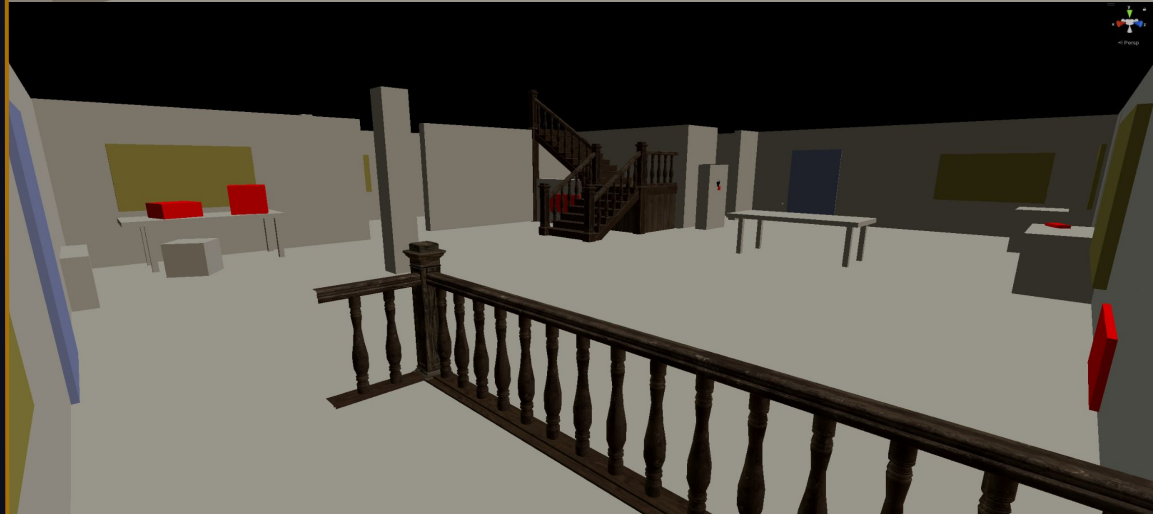
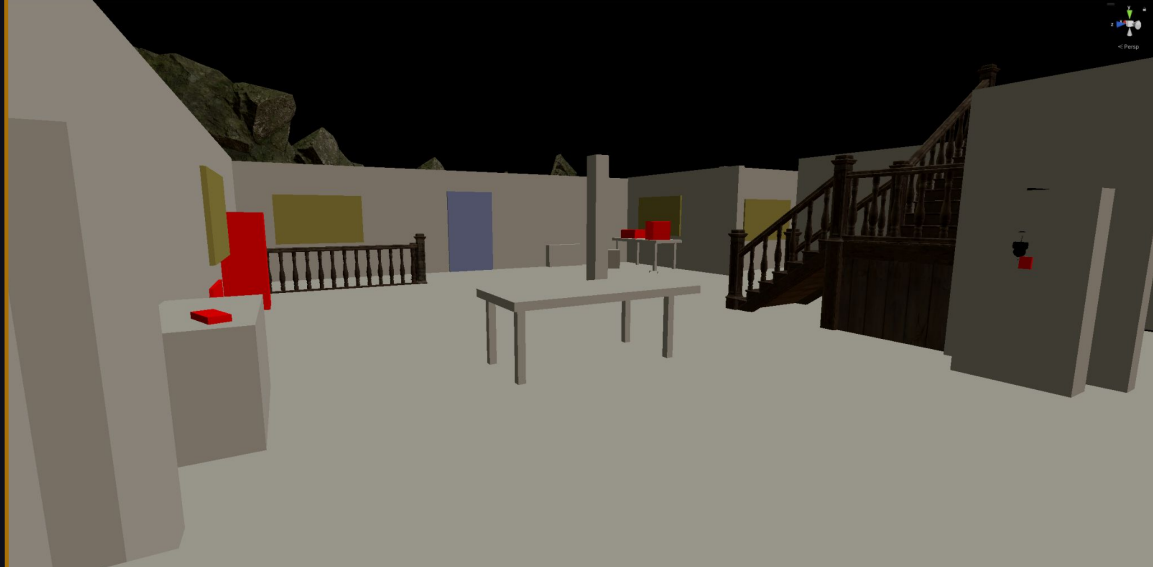


# Abtos covert

## Ground Floor Blockout

Blockout designed for playtesting the gameplay and implementation of the main mechanics in the new outpost, focusing on the ground floor.

The blockout aims to refine player interactions with CCTV cameras, sensors, hiding spots, and vent mechanics.



# Abtos covert

## Ground floor

On the ground floor of Abtos Covert, players find basic mechanics. The CCTV system reveals exterior paths and sensors detect movement. Two vents are located on this floor, and a locker provides a hiding option.

Doors on each side offer convenient access to the exterior. Additionally, two stairs lead to the basement and the 1st floor.



— Player path



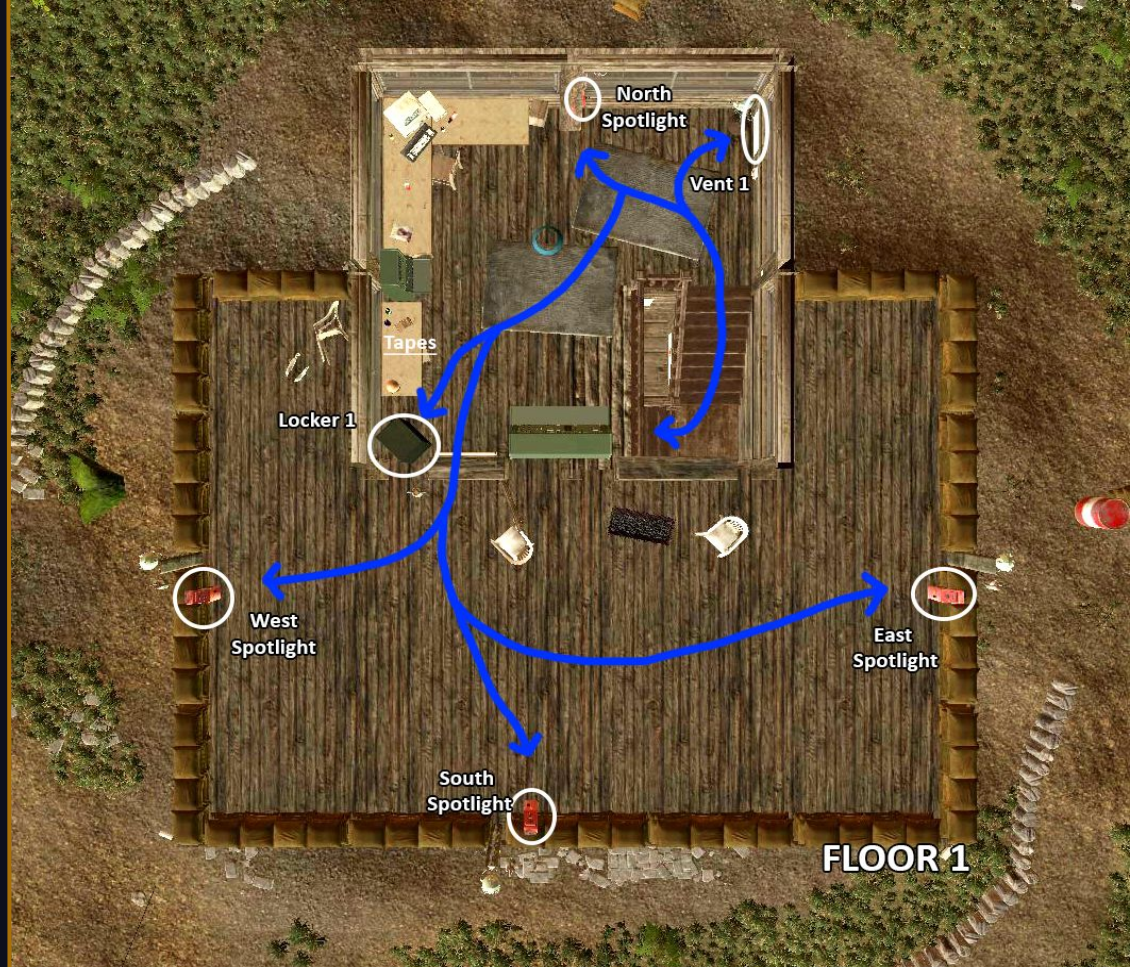
○ Mechanics

# Abtos covert Exterior / Rooftop

The first floor has both interior and exterior rooftop sections. Inside, the player can hide using the locker and see inside the first vent.

The main mechanic on this floor is the spotlights on each side (N, S, E, W). These are for one of the enemy's interactions.

The player can easily move towards the upper floor mechanics with a twist that disorients them because of the circle of the stairs.



- Player path
- Mechanics



# Abtos covert

## Basement

The basement can be accessed from the stairs and serves as the finishing point of the ventilation system, starting from the upper floor, ground floor to the basement.

The player can peek inside the vent but also pull the lever to cover the hole that the vent rail has.

There is also a hiding locker for convenience. There is also a hiding locker for convenience.

The venting path is located underneath the map where one of the enemies is positioned.



— Player path

○ Mechanics

# Abtos covert

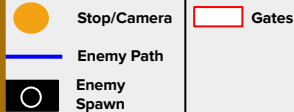
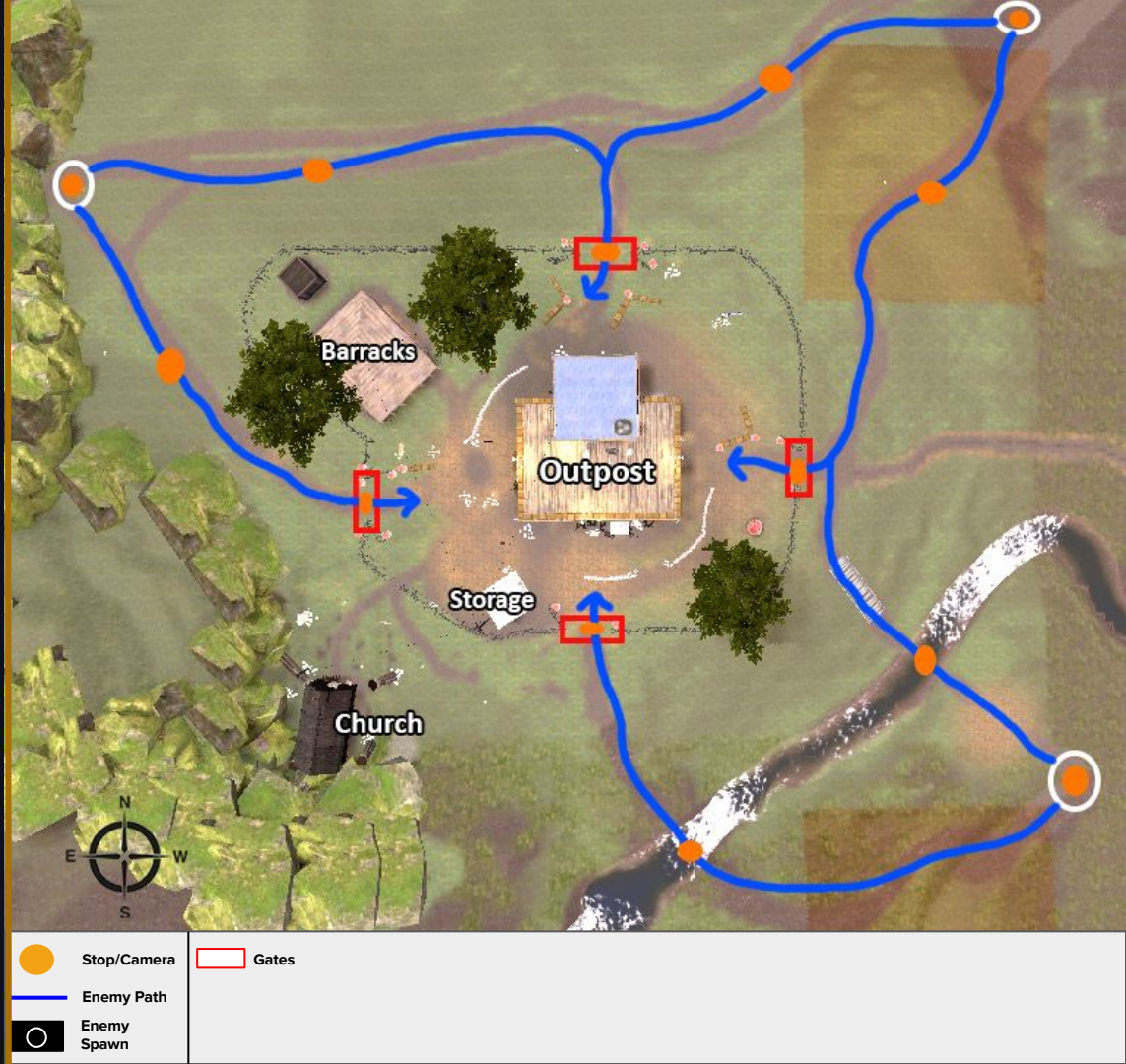
## Enemy Pathing

This is the exterior map of the outpost. There are three areas where two types of enemies spawn.

Then, they randomly choose a linear path (blue) to take towards the outpost and stop at each orange dot for a little (also random).

On each one of those, there is also a camera that you can see from the CCTV (ground floor of the outpost).

There is also a nearby church, storage room, and the barracks.



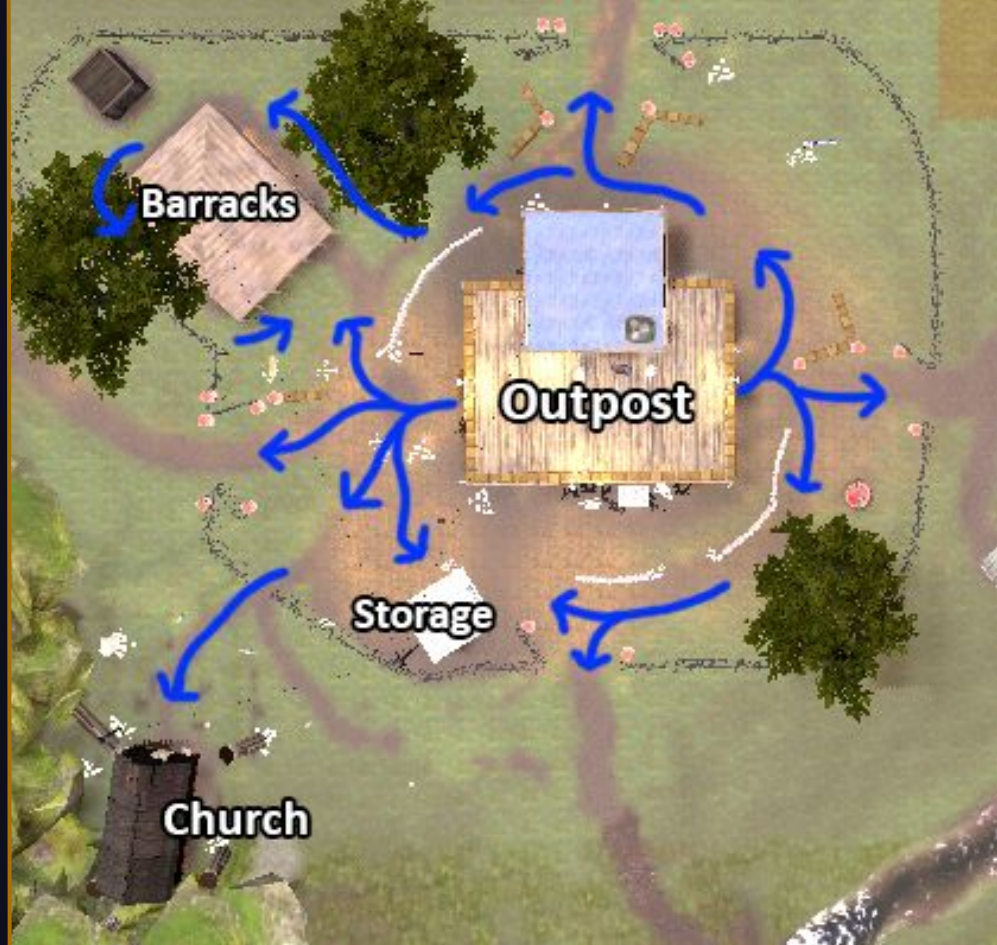
# Abtos covert

## Player Exterior

The exterior path offers players the opportunity to explore the immediate surroundings within the confines of the outpost's fence.

While players cannot venture far beyond the perimeter, they have the freedom to navigate the area within a limited radius.

This restricted exploration zone provides a glimpse into the rugged terrain surrounding the outpost, offering a sense of immersion within the game world.



— Enemy Path

# Student Projects



These are the highlighted student team projects where I served as the Lead Game and Level Designer, Additionally I contributed to programming tasks to enhance the overall project development.

# Glitsa

## Overview:

"Glitsa" is a 1960s Crete-based first-person shooter inspired by Dusk and the boomer shooter genre. The protagonist, a former cultist, seeks revenge on the arch-priest who sacrificed his mother. Encountering cultists, strange beings, possessed villagers, and labyrinthine architecture, players navigate using guns and a glitsa (shepherd's crook) to eliminate the cult's influence and achieve justice.

Link: [Glitcha Itchio](#)



Platform: PC

Tools Used:  

Engine: 

HEALTH  
100

KALASHNIKI  
60

## Detailed Info

I was responsible for designing, building and decorating the game levels. During brainstorming, I crafted the initial layout with my team. As the process unfolded, I adapted and refined the design in Unity to better suit the game's requirements. This involved integrating basic blocks and later incorporating ready-made assets from the web.

## 3 Months Project

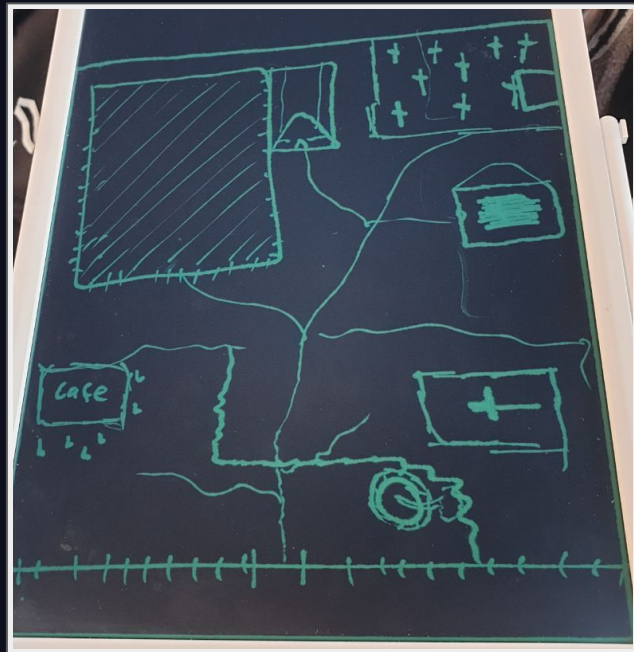
## Platform: PC

Tools Used:  

Engine: 

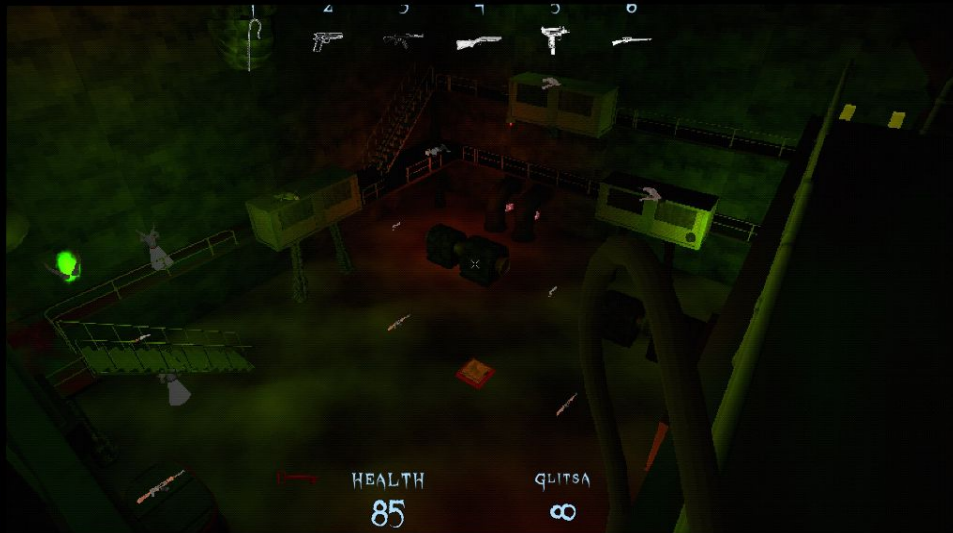
## Mechanics

- Fast-paced first-person movement
  - Superhuman fast character
  - Bunny-hopping, strafe-jumping, Crouch, Slide
- Ammo systems
  - No reloading
  - Balancing via pickups and ammo types
- Key-based level design & Environmental elements
  - Three keys per level, like in Doom and Dusk.
  - Jump thrusters, power-ups, teleporters



# Aesthetics

- Low-Poly models
- Low-Res textures
- Lower Color
- Depth & Palette
- Dithering
- Pixelization

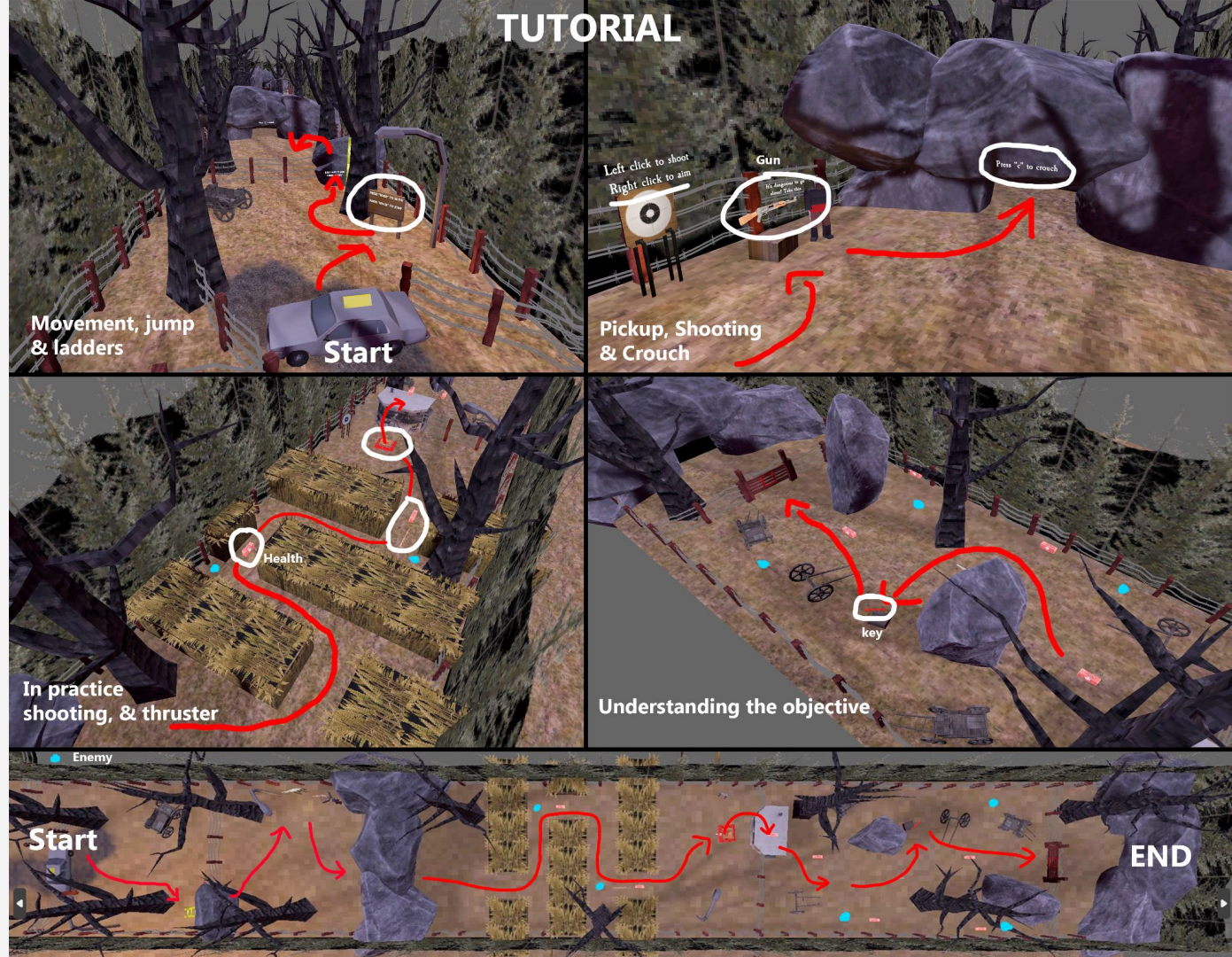


# Glitsa Level Tutorial

In "Taxi drop," players follow a structured path, starting with movement, then jumping, picking up items, shooting, crouching, and practical scenarios.

The final task is to find the red key, completing the tutorial.

**Red Lines:** Illustrate the direct player path from start to end.





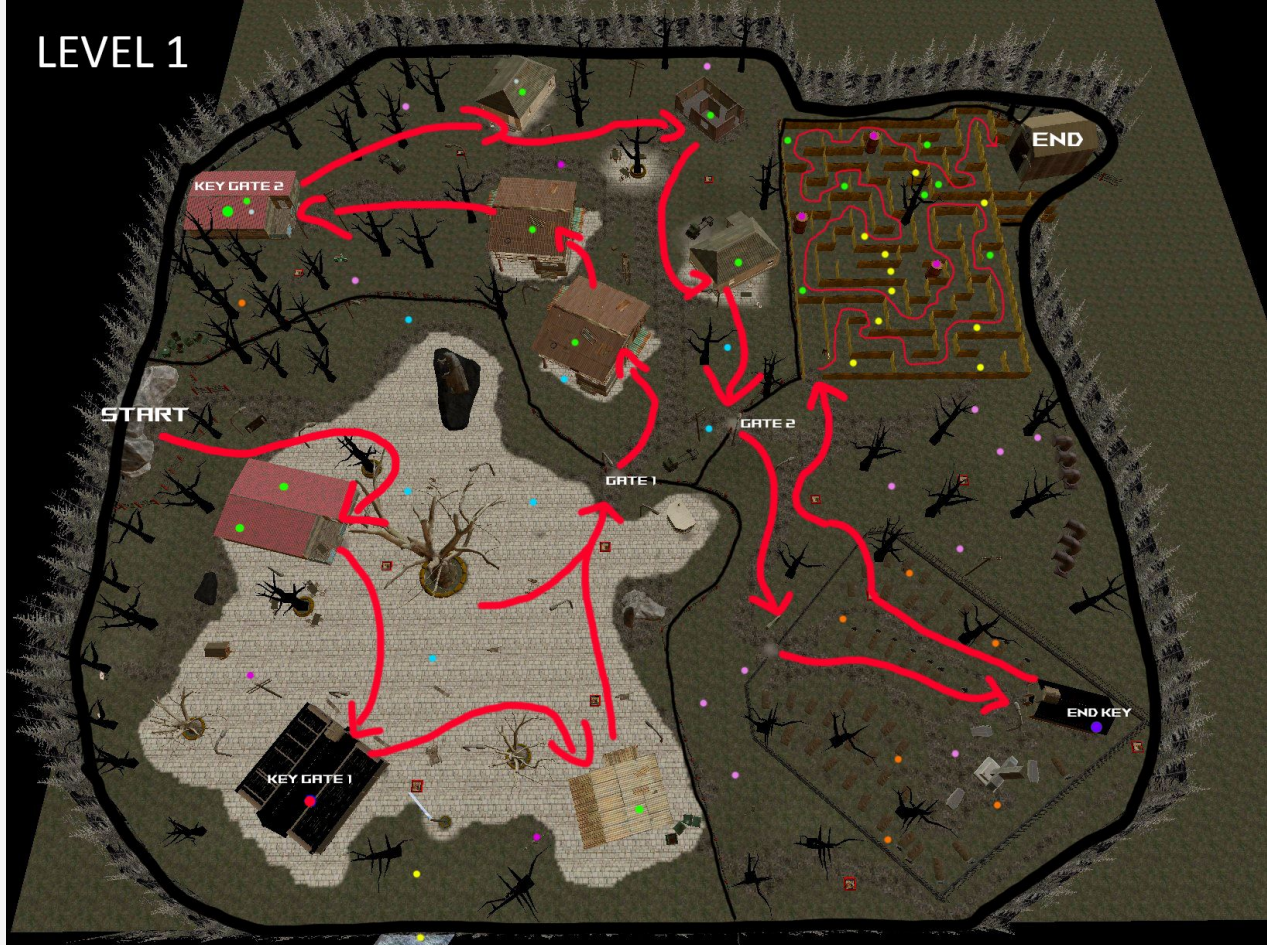
# Glitsa Level 1

Cretan Village

In "Cretan Village," players traverse a classic Greek village, progressing from the stage 1 village square to stage 2, the neighborhood, and eventually reaching the cemetery with a maze farm, serving as the entrance to level 2.

**Red Lines:** Illustrate the direct player path from start to end.

## LEVEL 1



### SPAWNPOINTS:

- |                           |                         |
|---------------------------|-------------------------|
| ● POLICEMEN (SHORT RANGE) | ● MAGE   LOCKED MISSILE |
| ● BUTCHERS (MELEE)        | ● MASQUERADER (MISSILE) |
| ● SPIDERS (MELEE)         | ● SNIPER (LOCKED)       |
| ● PRIESTS (GRENADE)       |                         |

Map designed for a first-person shooter level set in a 1960s Cretan village. Players must explore the village, find weapons, and unlock three fenced-off areas while battling tough different kind of opponents.

# Glitsa Level 1

## Cretan Village

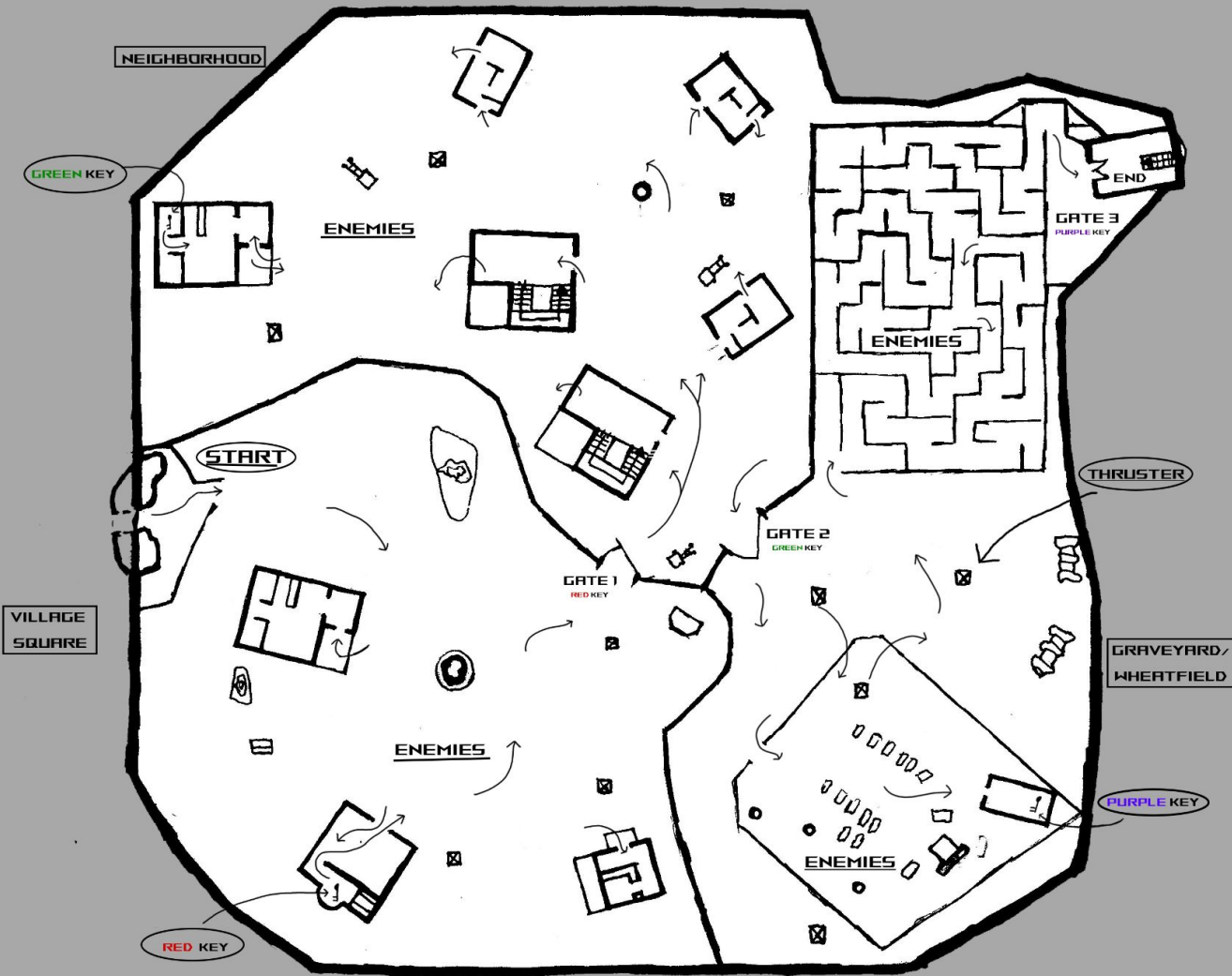
Players must find keys to progress between stages, encountering increasingly diverse enemies as they advance, rewarding strategic weapon use.

The level is designed to offer a slower pace initially to allow players to familiarize themselves with the FPS controls, including high-speed movement and jumping, as well as the technique of "bunnyhopping". Additionally, thrusters are available to boost players in the air for added mobility and enjoyment.

Few enemies spawn at each stage to provide players with a learning curve in shooting mechanics.

Every stage gets separated with classic fences and the player isn't allowed to jump over it.

Additionally, a challenging maze is incorporated into the level, inspired by the concept of getting lost in wheat fields with pursuing enemies. At the end of the maze lies a big shed leading to the hidden facilities of the corrupted village.





# Glitsa Level 2

Hidden Facilities





# Glitsa Level 2

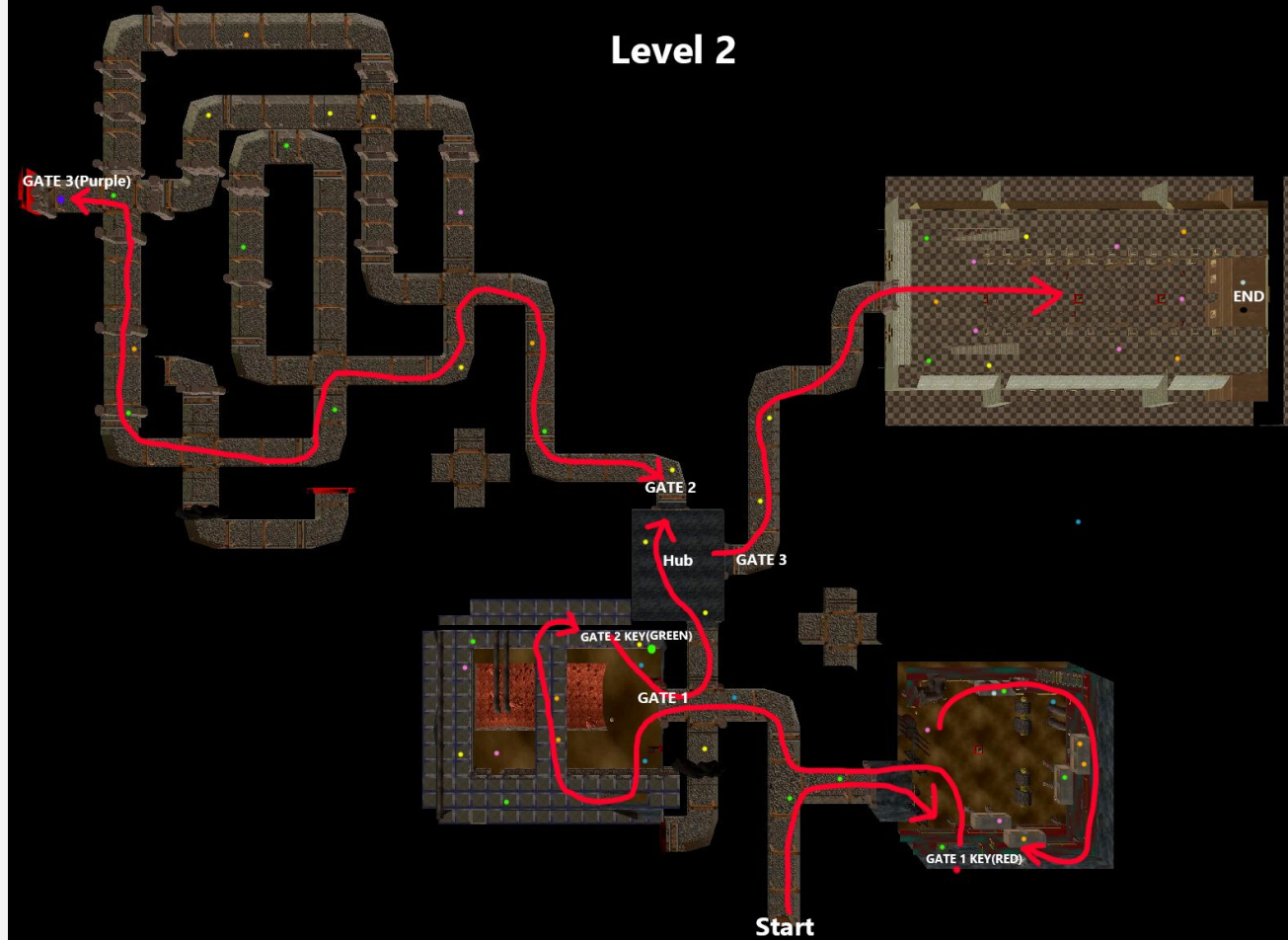
Hidden Facilities

# Glitsa Level 2

## Hidden Facilities

In "Hidden Facilities," players explore old mines with a cover story, progressing through guarded passages to an oil storage area. Unlocking the hub area via the dumpster zone, they navigate a vast mine with increased challenges.

**Red Lines:** Illustrate the direct player path from start to end.



### SPAWNPOINTS

- |   |   |
|---|---|
| <span style="color: blue;">●</span> POLICEMEN (SHORT RANGE) | <span style="color: orange;">●</span> MAGE ( LOCKED MISSILE ) |
| <span style="color: green;">●</span> BUTCHERS (MELEE)       | <span style="color: purple;">●</span> MASQUERADER ( MISSILE ) |
| <span style="color: yellow;">●</span> SPIDERS (MELEE)       | <span style="color: cyan;">●</span> SNIPER ( LOCKED )         |
| <span style="color: magenta;">●</span> PRIESTS (GRENADE )   |   |

The level 2 seamlessly blends exploration, combat, and puzzles, delivering a captivating experience within the mysterious hidden mines.

# Glitsa Level 2

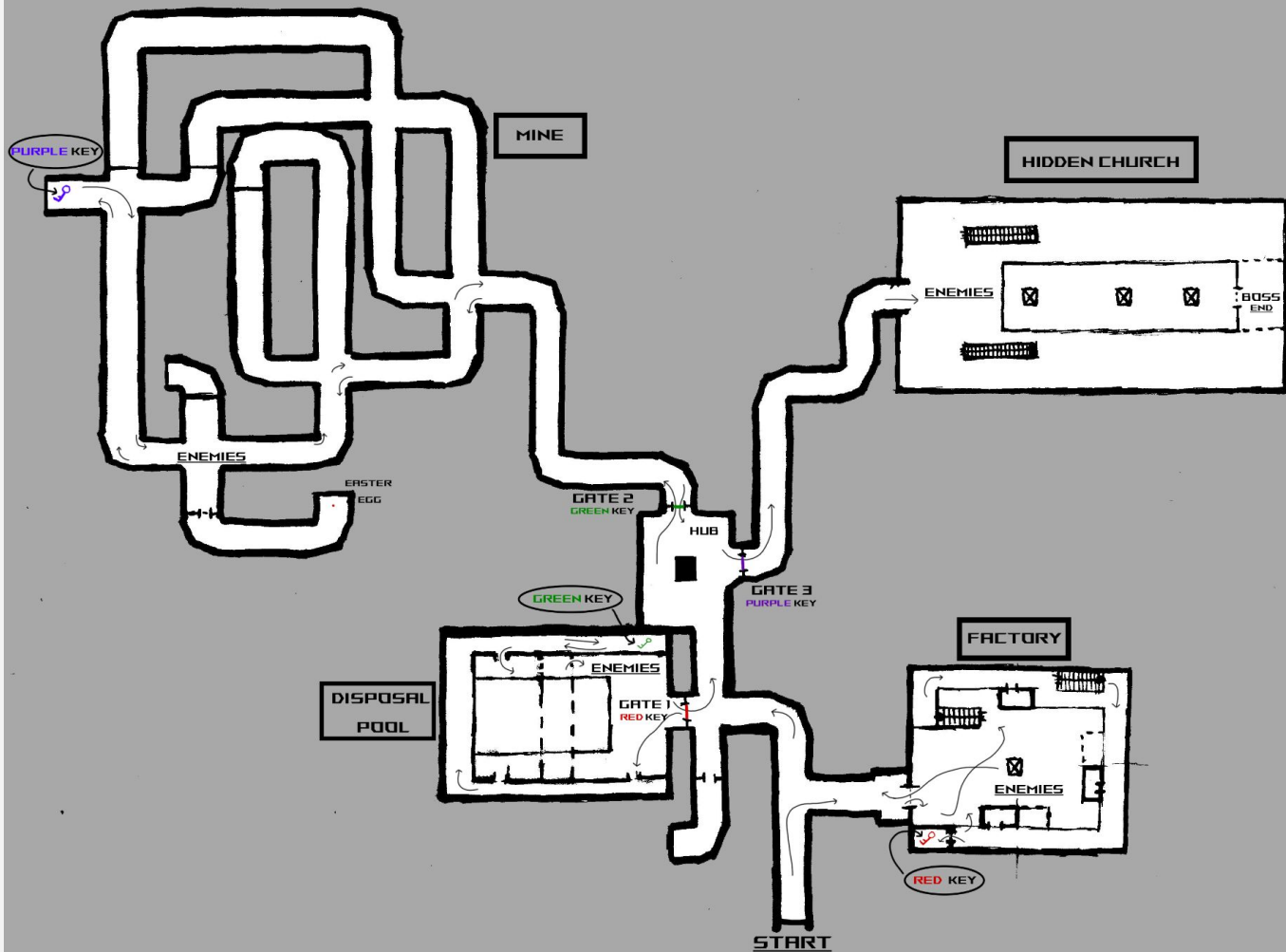
## Hidden Facilities

The first stage, set in an underground Factory, features multiple balcony platforms surrounding central machinery. Players navigate three platform levels to reach the key.

In the second stage, a Disposal pool area, a central pool is surrounded by enclosed areas with a hidden key located in a toilet at the end of an interior corridor. A bridge provides an advantageous view for enemies.

The third stage, the Mine, presents maze-like corridors illuminated by eerie torches. Abundant enemy spawns, particularly spiders, challenge players to locate the key.

The final stage, the Church, blends Catholic baroque and orthodox elements in underground architecture. Players acquire their last weapon, preparing for the final showdown. Defeating the boss is crucial for opening the gate and completing the level.



# Hymettus: The Hidden Lab

In "Hymettus: The Hidden Lab," a multiplayer survival game set in a secret military base atop Hymettus mountain, Athens, players face a crisis. Scientists' experiments inadvertently unleash superpowered aliens, prompting a specialized team to contain the threat.

As a level designer, I crafted an intense and secretive environment where players collaborate to secure the base, eliminate extraterrestrial threats, and destroy the alien core.

The game seamlessly combines survival and teamwork, offering an engaging experience within a mysterious setting.

## Details:

- Developed over 10 weeks (half-time).
- Engine: 
- Multiplayer Game Project.

Link: [Hymyettus Itch.io](https://Hymyettus.itch.io)



# Hymettus: The Hidden Lab

## Overall Level Description:

The three-part level design unfolds as an immersive journey in "Hymettus: The Hidden Lab."

The opening level introduces players to a strategically designed open area, the front of the base, cleverly concealing the mysterious events transpiring behind.

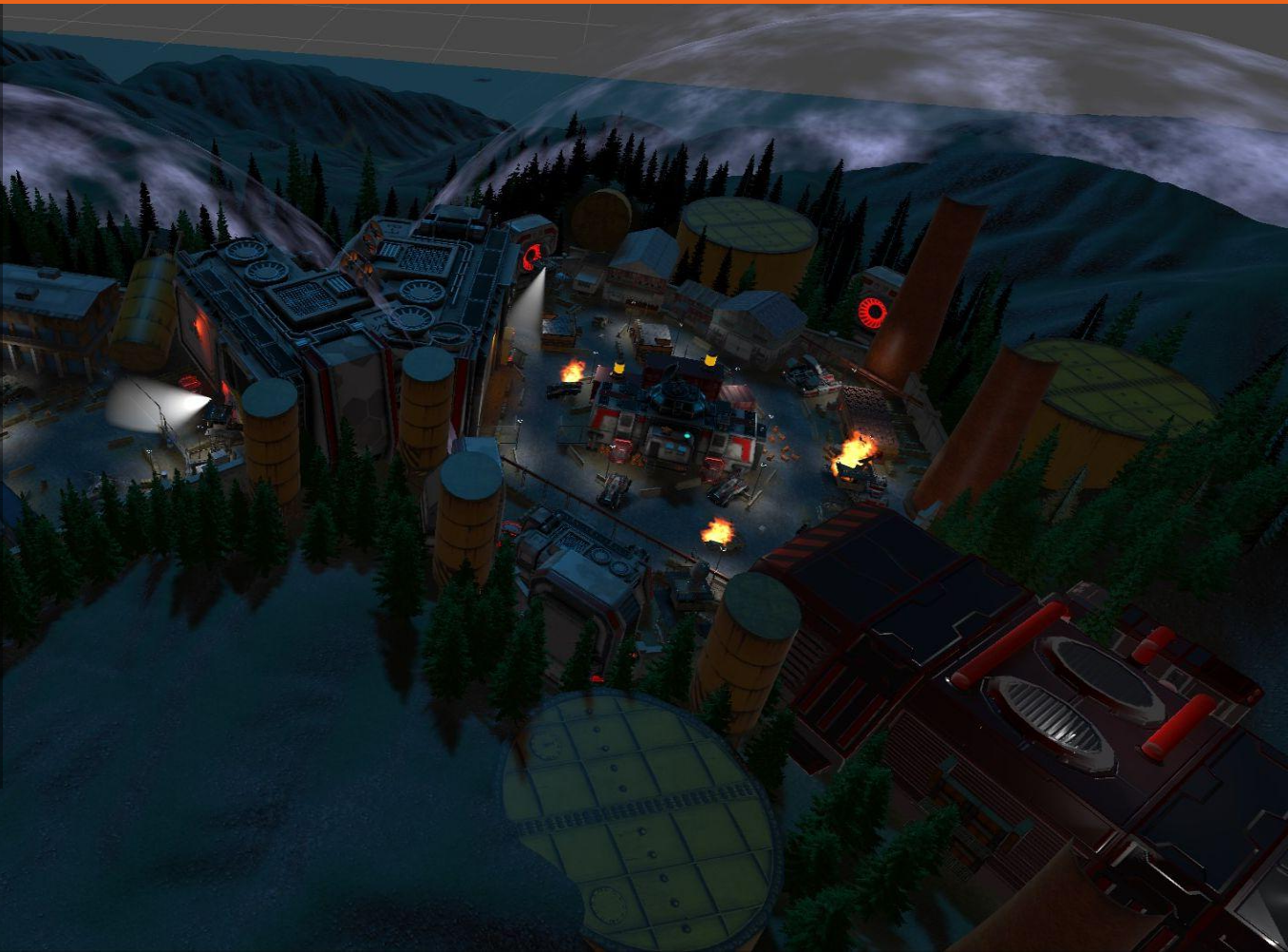
In the second level, the player navigates a circular area, providing a glimpse into the real base structure.

The final level presents a multi-faceted facility, complete with two floors and numerous rooms, offering a challenging and intricate exploration of the clandestine environment.

Each level is meticulously crafted to engage players in a progressively evolving narrative within the enigmatic Hymettus mountain setting.

## Goals

- Uncover evolving mysteries through an intricate narrative.
- Create immersive environments for engaging exploration.
- Make gameplay challenging with diverse obstacles.





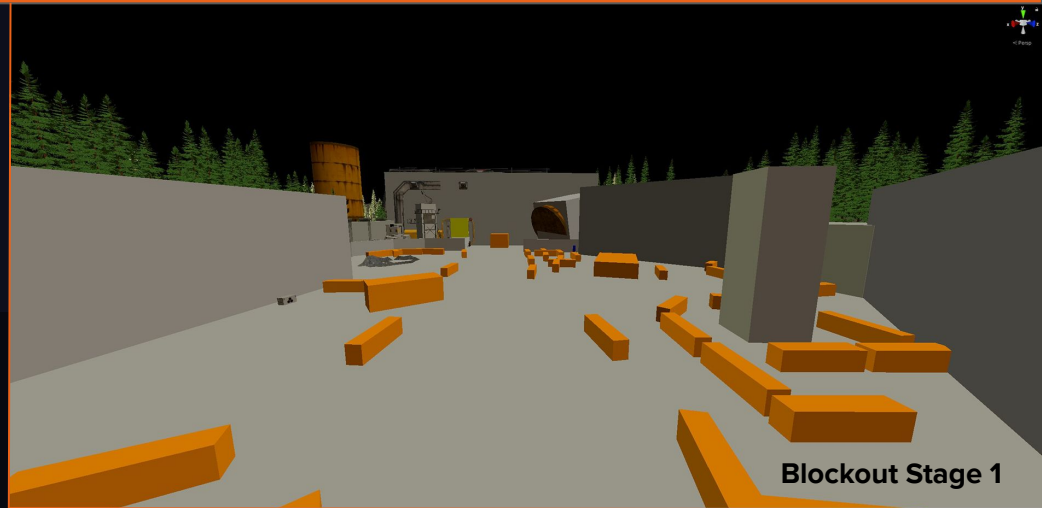
# WORKFLOW BREAKDOWN



# Hymettus: The Hidden Lab

## Blockout:

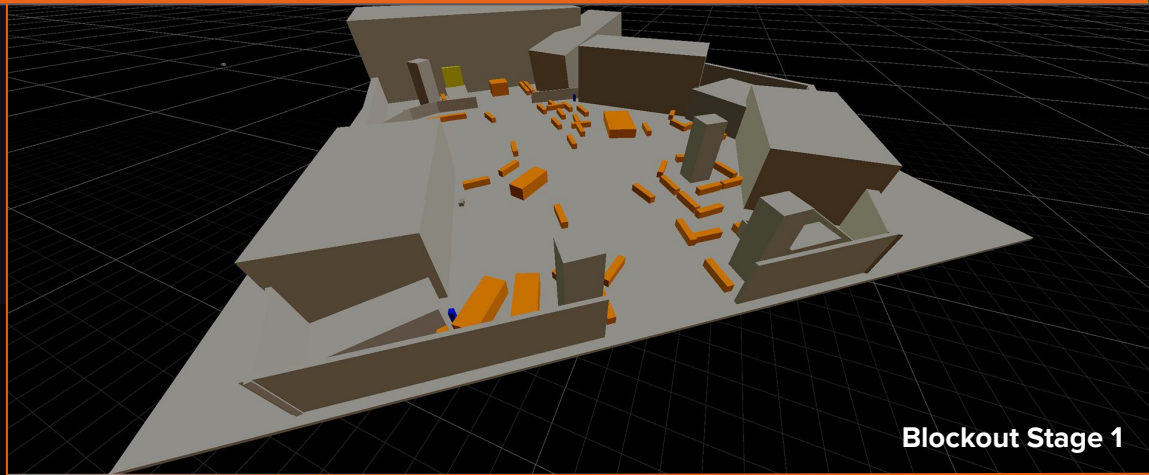
A fundamental level outline designed for playtesting gameplay movement, the blockout serves as a crucial stage to evaluate player navigation and interaction, ensuring a solid foundation before detailed development.



# Hymettus: The Hidden Lab

## Stage 1 Description:

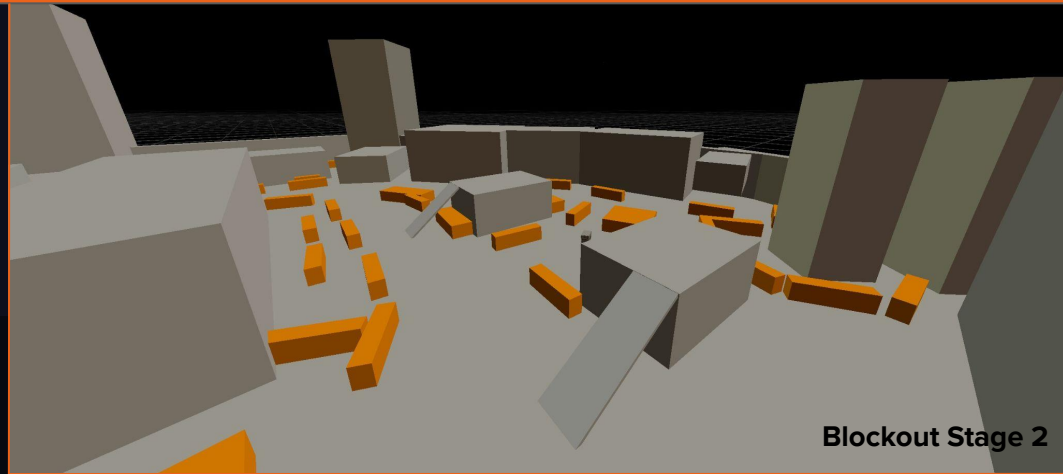
Crafted a confined yet dynamic open area at the base front in "Hymettus: The Hidden Lab." Meticulously positioned obstacles guide player movement, enhancing suspense and exploration. Level design balances strategic cover and open spaces to unfold an engaging narrative.



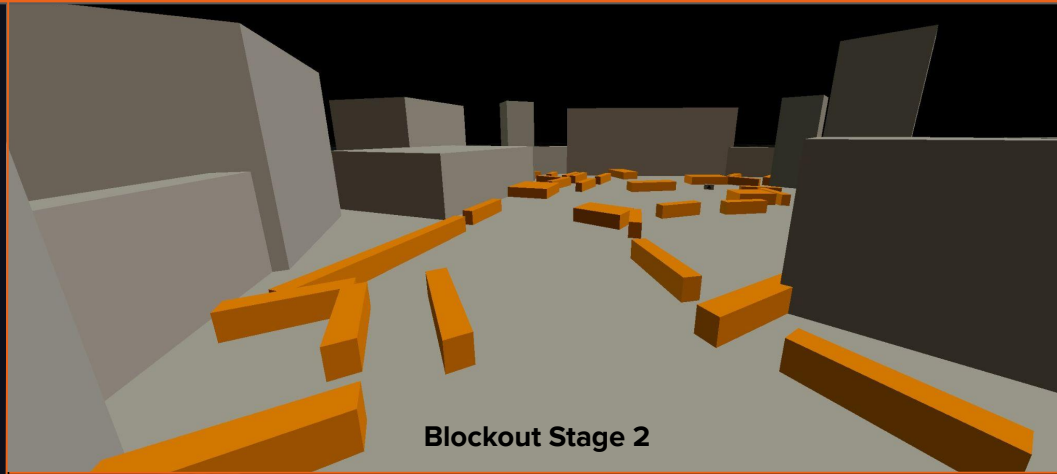
# Hymettus: The Hidden Lab

## Stage 2 Description:

Crafted a dynamic open area in Stage 2 of "Hymettus: The Hidden Lab," incorporating a roundabout shape. Intensified the challenge with additional obstacles and introduced small inside areas inspired level by COD Zombies. This stage unveils the hidden base, showcasing advanced technology concealed from the world.



# Hymettus: The Hidden Lab



## Set Dressing



# Hymettus: The Hidden Lab

## Stage 1

In Stage 1 of 'Hymettus: The Hidden Lab,' players navigate a Greek military base in visible disarray, marked by simple chaos and an eerie silence.

To progress, players must eliminate three waves of alien attacks, unlocking the gate that leads deeper into the military base—an exploration into the source of the unfolding mystery.



# Hymettus: The Hidden Lab

## Stage 2

In Stage 2 of 'Hymettus: The Hidden Lab,' players witness the true devastation of the hidden military alien base. Discovering hidden technology in their possession, they realize the source of the problem emanates from the 'lab.(stage 3)'

To proceed, players must face another set of alien attack waves, surmounting the challenges to access the lab and halt the impending threat at its core.



■ Spawnpoints

■ Player spawn



# Hymettus: The Hidden Lab

## Stage 3

In Stage 3 of 'Hymettus: The Hidden Lab,' players explore the abandoned lab to unveil secret experiments. The building is in ruins, but a dangerous core on the second floor poses a threat.

To complete the mission, players must fend off alien swarms while shooting and destroying the out-of-control core, eliminating the imminent danger.

