



## NOX (Team 3)

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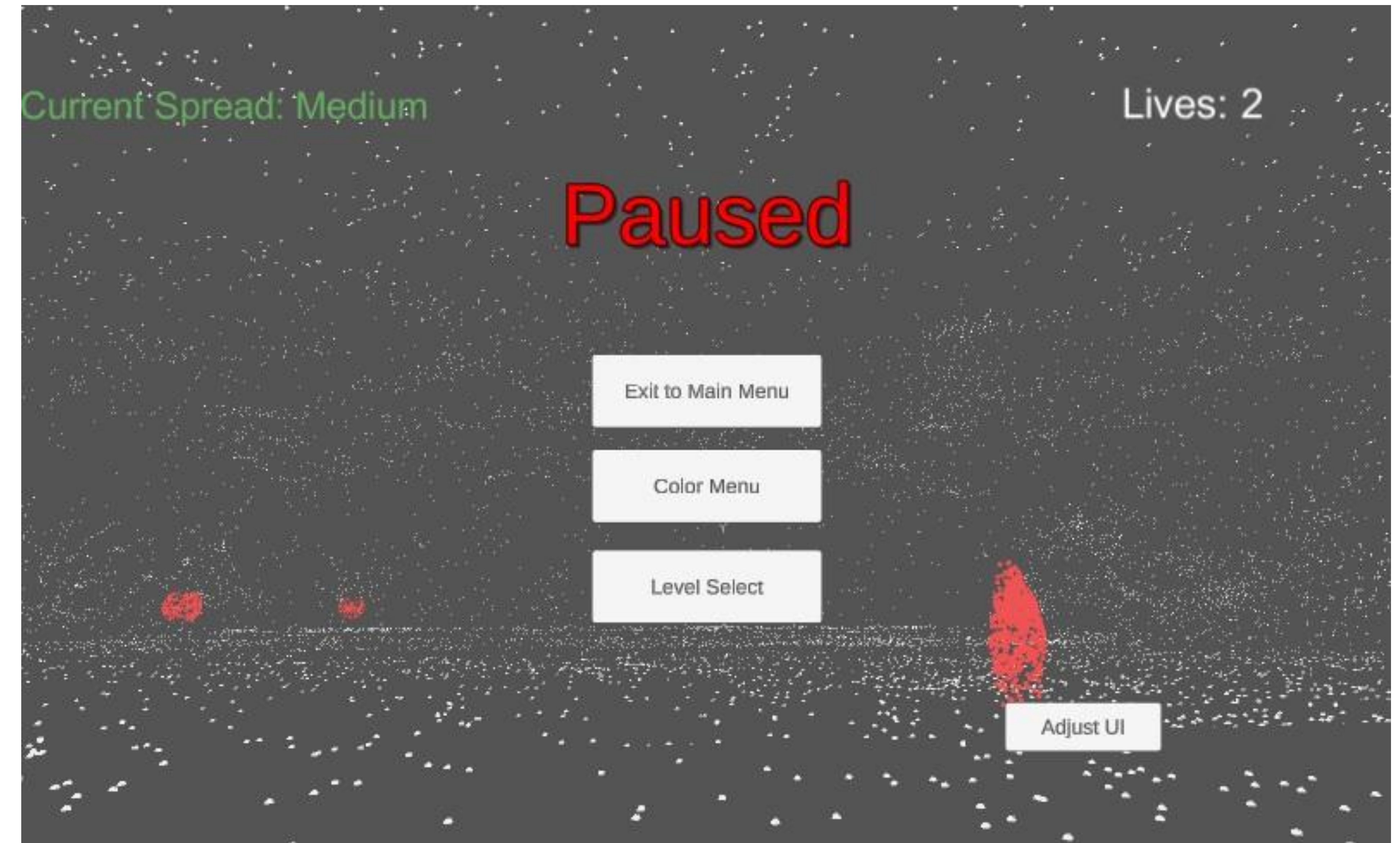
### Description & Purpose

Description: Nox is a survival horror game built using the Unity engine by utilizing ray-cast elements.

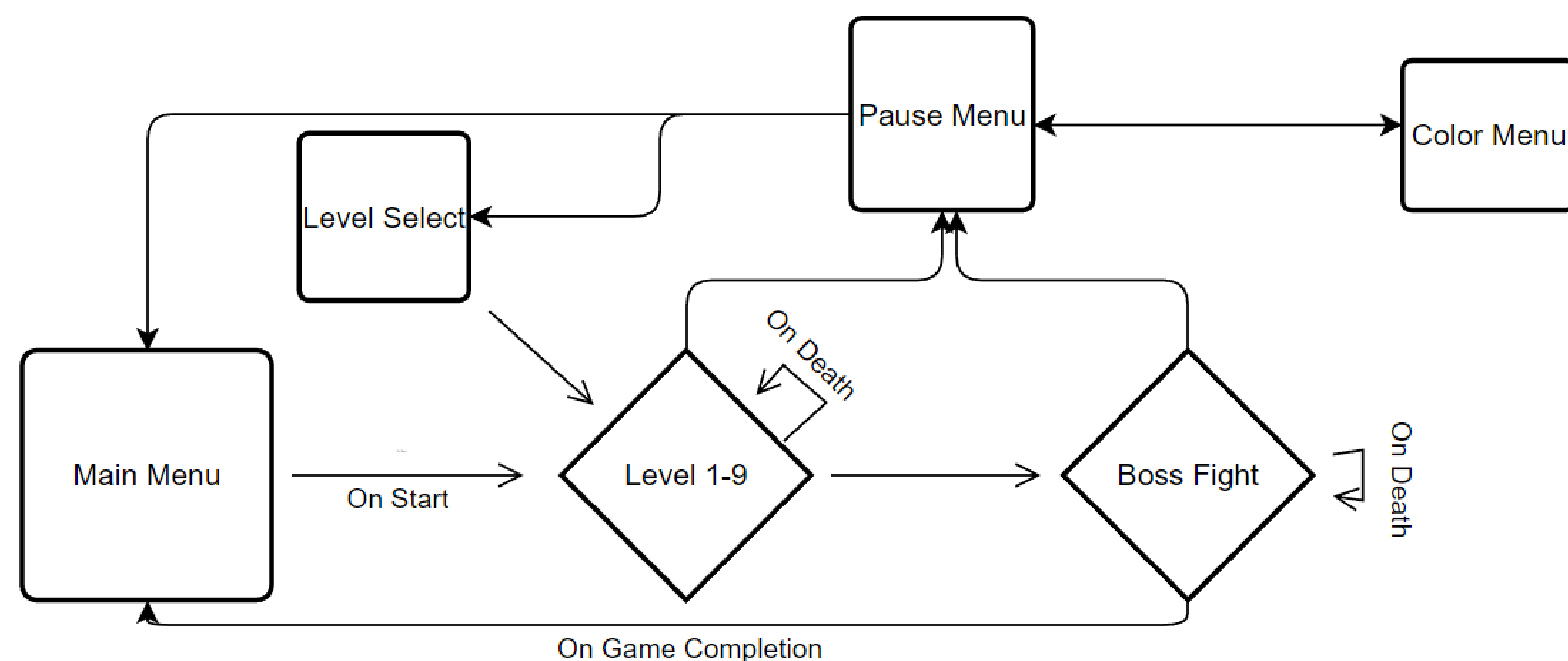
Reason: Our aim is to innovate in the field of lidar mechanics in video games.

Purpose: We wanted to create something entertaining that would also be entertaining to create.

Result: Our finished product featured nine levels that culminate with a boss fight.



### Design



### Ethical & Intellectual Property Issues

Ethical Issues: Some players may find imagery in our game to be disturbing. Several levels may not be comfortable for those sensitive to flashing lights.

Intellectual Property Issue: We were inspired by videos that displayed lidar mechanics, however we started from scratch and designed our own ray-casting process.