

NOX

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Introduction

Nox is the newest iteration of an older project known as Hyper Dimension Dungeon.

This game is intended to be a simple puzzle/maze dungeon crawler in a fun 16bit format. Since this is a one-man project, the goal of this game was to be a simple yet enjoyable time waster.



The main menu screen

Materials and methods

After gathering and creating all my assets from tile palettes to character sprite sheets I gave them all meaning using the Unity game engine.



A portion of the tile-map used to create the dungeon of Nox.



Character sprites sheet used for creating the playable character's walking animation

Software/Sources used include:

- Unity – the engine used to make everything function
- Piskelapp – Pixel asset creation
- Aseprite – Pixel asset remastering
- Itch.io – Source for the level's tile-map
- Photoshop – Miscellaneous artwork(main menu/masking, etc.)

Progress

Although it isn't 100% complete this project has Come a long way from where its predecessor was discontinued.

Before:



A picture from the former version: Hyper Dimension Dungeon
The map layout was formerly 8x8

After:



The current starting point in Nox
Now 16x16 with added features and remastered scenery

Results

The first level of Nox:



Bird's eye view of the entire level



A portion of the colliders used on the stage



Crates, crates, crates! One of many rooms in the Nox Dungeon

Conclusions

Overall, I'm proud of how far the game has come in this trying semester. Since I'm more versed in the artistic aspect of video game designing, creating the level in Nox. I planned to create more levels for the game, but I had to switch focus to functionality which turned out to be a steep slope since the back-end aspect of game development isn't apart of my strengths.

I learned many new things while creating this game including (but not limited to) C# in Unity, the Unity engine itself including animations (blend trees), tile-mapping, menu structures and functions, and much more. In the future I will continue to work more on Nox and hope to bring it to new heights with more levels, mechanics, objectives, characters, and lore.

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