

Lux

“May darkness light the way”

Je ne sais quoi

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Description

A stealth game all about light. As a shadow-person your body can't handle the light and you not only are hurt, but lose mass in the light. Players must avoid the light, the Bright Guards, and escape with your life intact. Stick to the shadows as much as possible.

Game Features

- 3 Different kinds of baddies, the Bright Guard
 - Red Seekers
 - Once alerted they are dispatched to grab the player
 - Fast and deadly
 - Patrol Guards
 - Patrol around, if caught will set off alarm and chase the player
 - Sensor Guards
 - Stationary guards that alert red seekers if player is found
- 3 different lights - all hurt if the player enters them
 - Ceiling point lights
 - Emissive ground lights
 - Flickering lights
- Shadow Player
 - Sectioned health that'll regenerate in shadows up to current section
 - "Pulse Light" that brightens area around player
- Multiple Levels
 - 5 tutorials
 - 2 hard levels
 - 3 medium Levels

Work Documented

- Kevin Idzik
 - Emissive light tiles
 - Level Design
 - Bug fixes
 - Some UI
- Joel Shuart
 - Sectioned Health
 - Hurt Indicator
 - Flicker Lights
 - Turnable Lights (not used)

- Exit Compass
- Main Menu
- Charles Williams
 - Patrol Guards
 - Red Seeking Guards
 - Safe Zones
 - Pulse Light
- Josh Malmquist
 - Shadow-Person (the player)
 - Camera System
 - Base Pulse Light
 - Sensor Guards
 - “Red Alert” when caught
- John Palermo
 - Level Design
 - Bug fixes

Images/Video





