

Nightfall Maze Enhancements

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1. The starry night sky using real-world astronomical data and shaders

Light up the black sky by celestial representation.

References:

- Data
 - [BSC5](#)
 - <https://arxiv.org/pdf/2101.06254.pdf>
- Code & shaders
 - https://github.com/Firnox/StarrySky/tree/main/StarrySky_Part3_Constellations/Assets/Shaders

2. Camera rotation using mouse cursor

3. Blackout the game environment

4. Illuminate the player using Post-processing Volume & Layers

5. Design the game map 5-level Maze

6. Secret hall if some certain conditions met

7. Background music by Suno AI