



NullDIES

# Null DIES

Project Portfolio



NULLDIES

## About the Studio

Null Digital Illusion and Entertainment Studio is a Game Studio founded in 2015 by a group of enthusiastic developers, designers, and artists from Egypt. We use the latest technologies to create **interactive** experiences that **immerse** the players in worlds beyond their **imagination**.

## Our Projects

Our in house Projects spanned cross-platforms, from Mobile Games to PC's and Consoles to even Virtual Reality. Click on project title to go to its respective page.

### Studio's Games

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## Dilemma

In-house

Dilemma is a third person puzzle game. It has a mysterious mood with a slightly dark theme. The events happen in a research facility building, where the player controls **Adam** in two different timelines to escape.

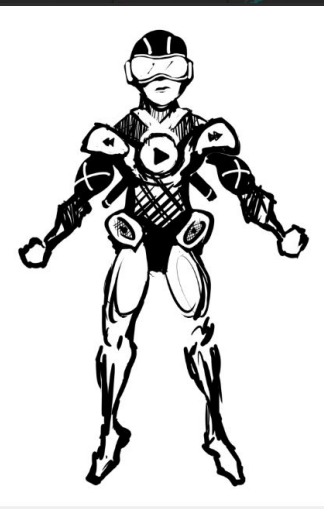
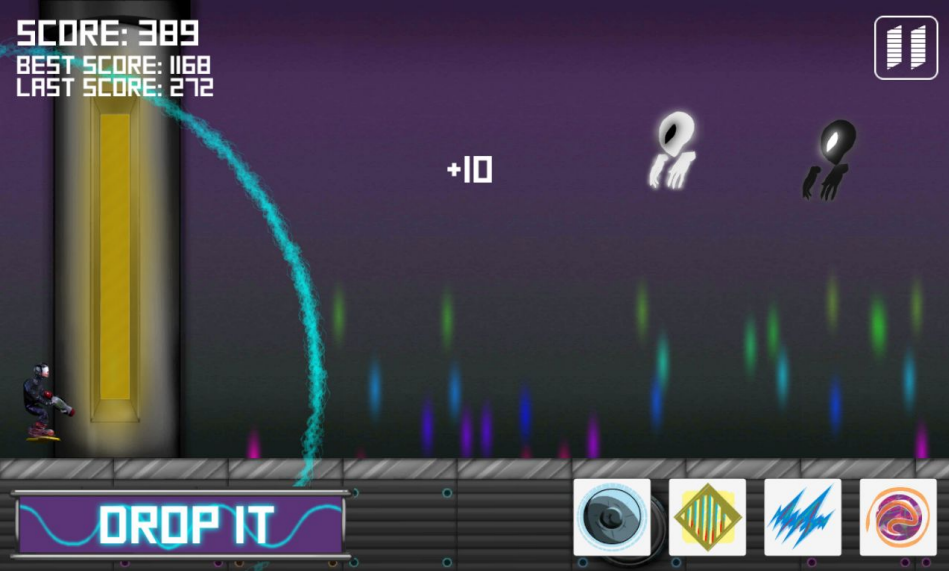
Adam is a Scientist who invents a channel of communication with the future, to find that it's not as bright as he thought...

The Player can only solve the puzzles by using both characters in a cross-time collaborative plan, but it's not that simple; it doesn't work every "time".

# ?ILEMMA.

Tags: Time Travel Sci-Fi Mystery Puzzle





## Drop IT

In-house

Drop It is a side scrolling shooter game, where the player uses music as their weapon. The playable character is 'Bass', the Bass army leader, who takes down 'Soprano' and her high pitched monsters.

The game was created in under 72 hours as part of the Ludum Dare game jam. This game later inspired the studio's first VR game, Drop It VR.

# DROP IT

Tags: Casual Arcade-style Music-based Dubstep



## Natural Distortion

In-house

Natural Distortion is a 3rd person game where the player controls nature in order to destroy a technology driven society that has lost contact with the world. The game tackles the concept that everyone's monster is another's saviour. We used the following statement to drive the theme of the game. "Nature is chaos, and chaos is civilization's monster."

Color, the main character, represents dynamic **Mother nature**, who fights against the pale static civilizations.

The game is currently being revisited and being redesigned to better portray the concept.



Tags: Nature vs. Machine Philosophical



## Fading Light

In-house

Fading light is a tower climbing game where players use Light magic to help them traverse the level. Characters need to reach the top of every tower to traverse to the next level.

The story of the game revolves around two siblings, Dusk and Dawn. Who are required to save one another by finding certain gems that are key to their magic's survival and theirs.



Tags: Puzzle Tower Maze Gothic Mythical





# The Downfall

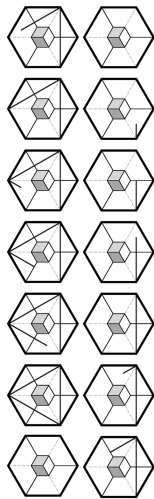
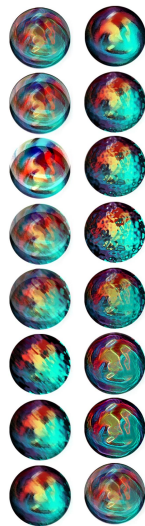
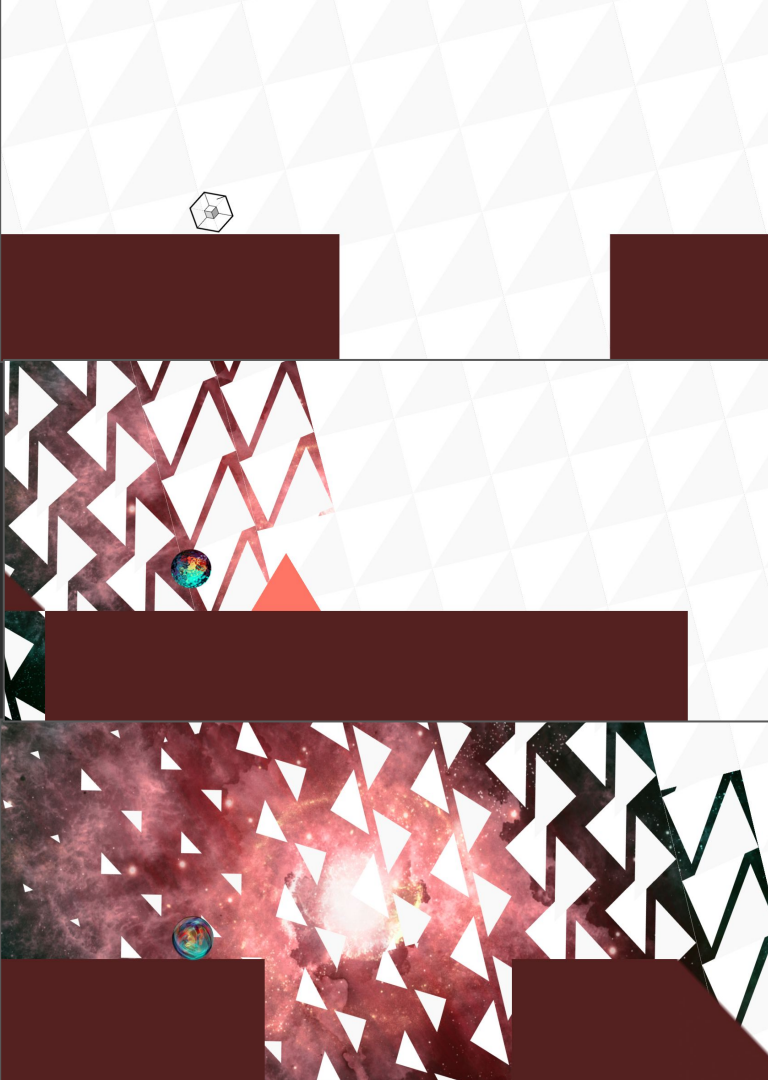
In-house

The Downfall is a survival game that focuses around Egyptian Folklore characters and monsters. The game's theme was "rituals". You play as Ekram, a Khedive who just lost his Empire to the Djinn (A form of fire demons) who are destroying everything and everyone this empire stands for.

The khedive, knowing that his loss and death are imminent, decides to take one last stand to buy time for his two daughters to be evacuated. The player uses magic to seal doors and destroy many forms of demons and monsters including Djinn(s), Nadaha(s) (Sirens), Silawa(s) (A dog-like creature).



Tags: Cultural Egyptian Folklore Oriental Pashas and Khedives Shoot-em-up



## Fragments

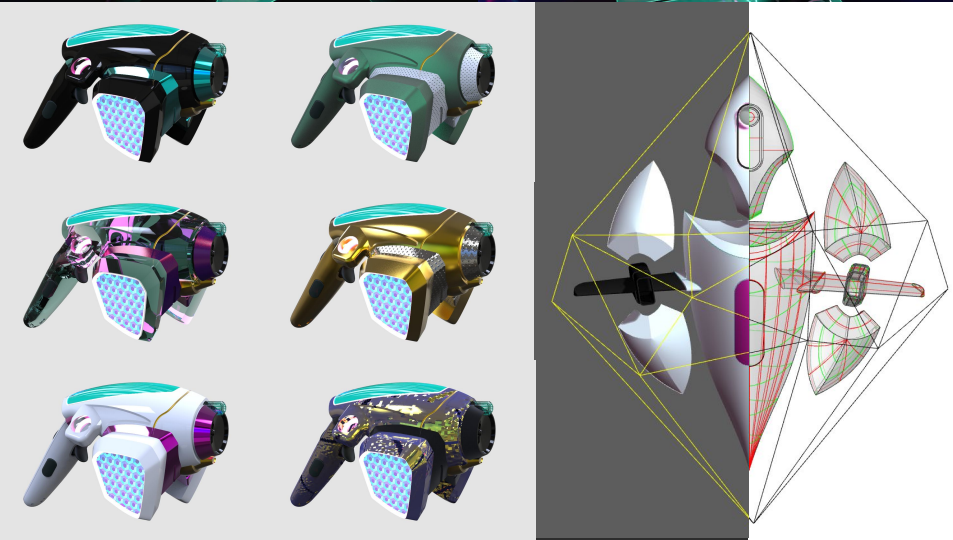
In-house

Fragments is a simple 2D side scrolling game where the player plays with Fragment, an ambiguous shape shifting object that shape shifts between two different realms. In each realm the Fragment has different powers, in one realm it jumps, in the other it moves forwards. The player needs to synchronize and move between two realms in order to traverse the level and avoid obstacles.



# FRAGMENTS

Tags: [Alternate Realities](#) [Conceptual](#) [Realms](#) [Side-scroller](#) [Mechanic Shift](#)



## Drop IT VR

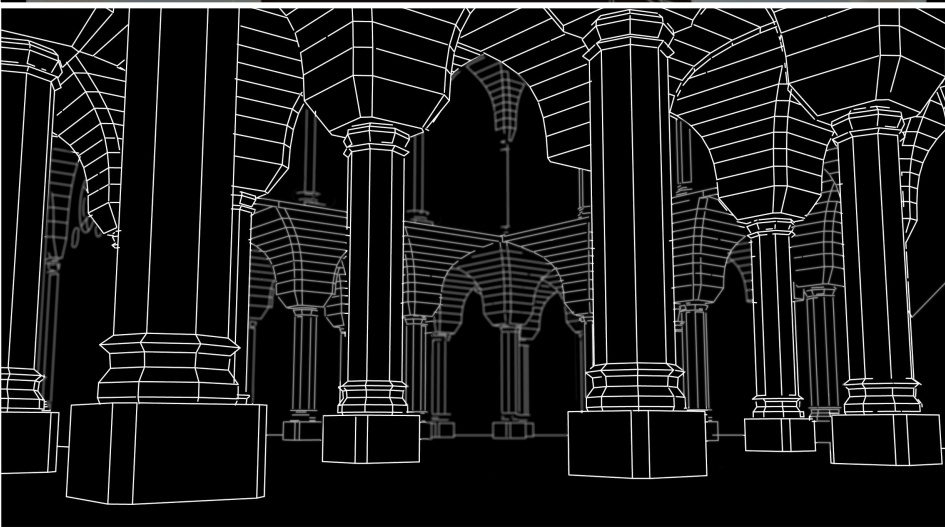
In-house

Drop It VR is a Virtual Reality dubstep shooter game where players use music to kill waves of monsters. The game has a similar arcade feel to its predecessor [Drop It](#). The VR game also includes a Cooperative mode, where two players can play with each other to destroy the common enemy. The game runs on the HTC Vive headset.



Tags: Casual VR for Beginners Music-based Dubstep Co-op mode

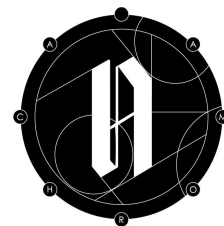




## Achroma

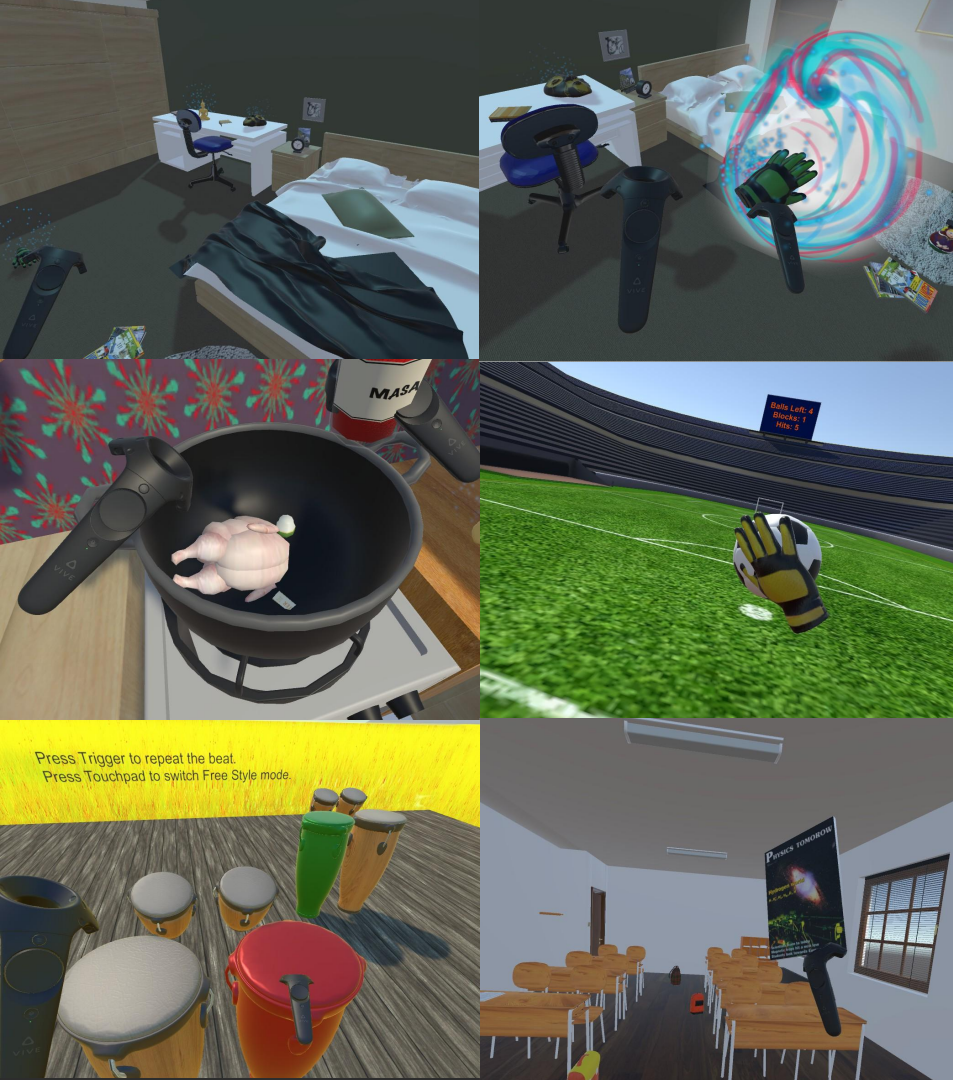
In-house

Achroma is a VR competitive multiplayer game where players use sonar to locate other players inside a maze-like architectural complex. When players locate each other they use a ray gun to shoot one another. When a player is shot he gets 1 point in Deaths, when a player shoots another player he gets 1 point in kills. The total score is then calculated as a ratio of total kills over total deaths.



ACHROMA  
A VIRTUAL REALITY MULTIPLAYER GAME

Tags: Competitive VR Gothic Architecture Stealth



## AIIESEC VR Experience

Client

AIIESEC a Leader's Journey, was a game developed to support AIIESEC GUC during their recruitment campaign. The player would start the game in a room of a traveler with a lot of souvenirs. Whenever the player interacts with a souvenir, they are teleported through a portal to visit the place of this souvenir.

The game included doing cultural and charitable activities in India, Brazil, Russia, and Kenya. With activities like cooking, playing percussions, football, and giving out books to help in education.

# A

powered by  
**VRcade**

## LEADER'S JOURNEY

*An AIIESEC GUC Experience*

Tags: Experiences VR Travel Culture Charity





## Persil Gel VR

Client

This was a project made for Henkel Egypt to be used as part of a marketing campaign for their new Persil Gel product. The game was made to run on the Samsung Gear VR phone-based headset for affordability and easy setup.

When the game starts the player would see a quick VR Ad about the power of persil gel then teleported into a giant washing machine with dirty laundry floating around. The player touches the pad on the Gear VR to fire gel at the outfits to clean them. The aim is to clean as much outfits as possible in 30 seconds.



Tags: Client Work Marketing Campaign Gear VR Casual

## Contacts



CEO | Lead Game Designer

[elhassan.makled@gmail.com](mailto:elhassan.makled@gmail.com)

+20 106 961 2225



CTO | Lead Game Developer

[hassanselim0@gmail.com](mailto:hassanselim0@gmail.com)

+20 100 100 8856



Creative Director | Lead Game Artist

[amr.m.kandil@gmail.com](mailto:amr.m.kandil@gmail.com)

+20 100 855 9815

[info@nulldies.com](mailto:info@nulldies.com)

[www.nulldies.com](http://www.nulldies.com)