



NUIDIES

The Survivor's Guide to the Hackathon

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Amr Kandil
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Null DIES | 2015

Game Designer

Game Artist

Game Developer



Makled? Who dat?

- Graduated from DMET
- Researcher in VR and HCI
- Game Designer
- Game Developer
- Participated in game jams



Kandil? Who dat?

- Graduated from Product Design
- Game Artist
- Art director
- Participated in game jams
- Sang Believer duck



Hassan? Who dat?

- Graduated from DMET
- Game Developer
- Accidental Over Engineering
- Plays Obscure Indie Games





The Survival Guide to the Hackathon

First Day

Second Day

Third Day

First Day

Talk and get to know people

Don't Bite more than you can chew



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.

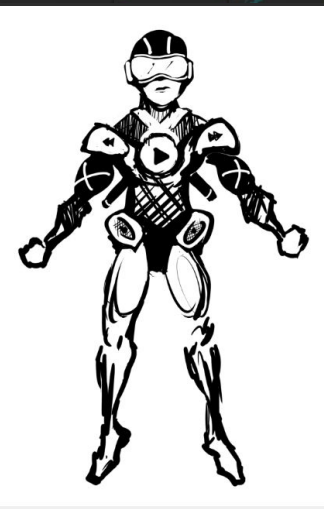
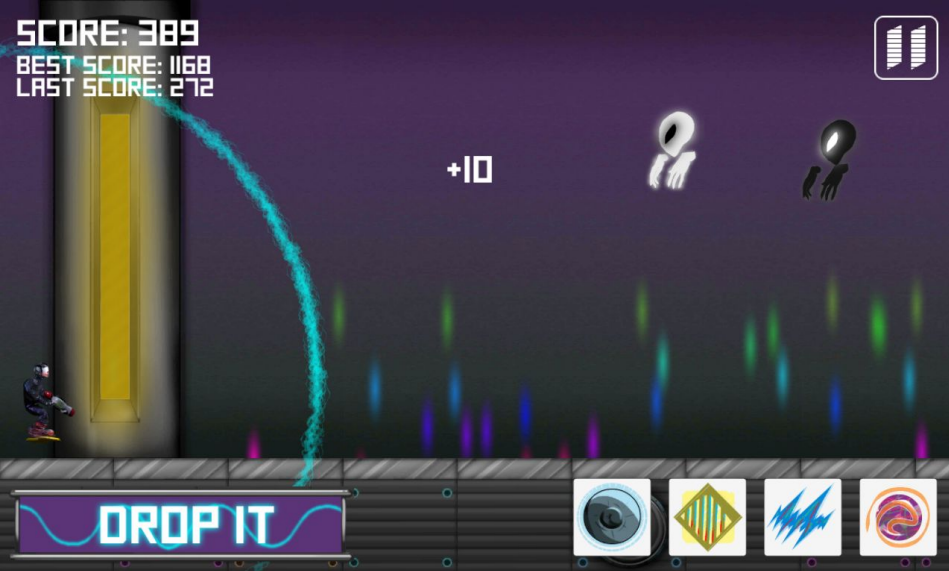
Adam is a Scientist who invents a channel of communication with the future, to find that it's not as bright as he thought...

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".



Tags: Time Travel Sci-Fi Mystery Puzzle

Focus on Core Mechanics



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](#)

Communicate

Sleep On it

Second Day

Solidify the Initial Design

Assign Tasks and Responsibilities

Kickoff

Game Design, Game Development, Game Art

Stay Synchronized!



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

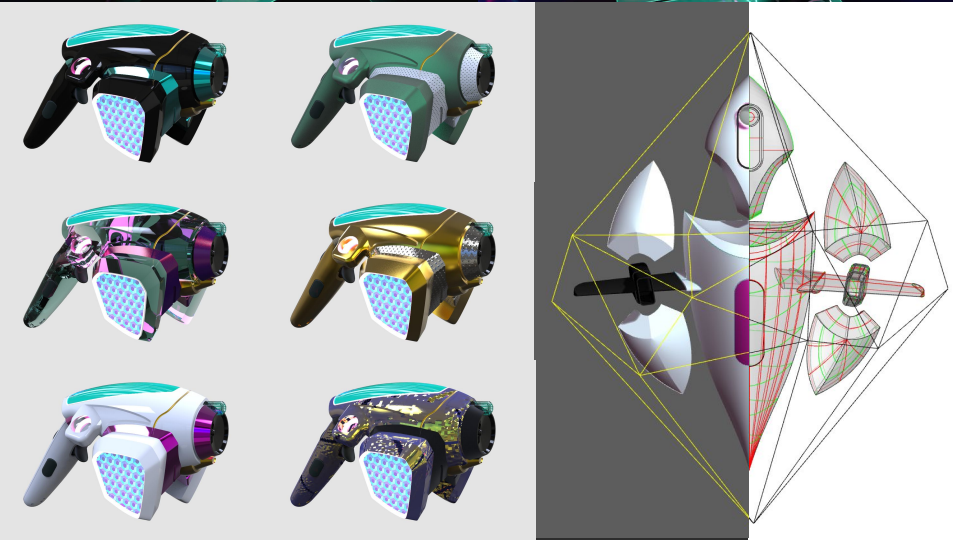
Last Day

Calculate the remaining time

Revise the core mechanics

Align remaining tasks with the team

Visual polishing



Drop IT VR

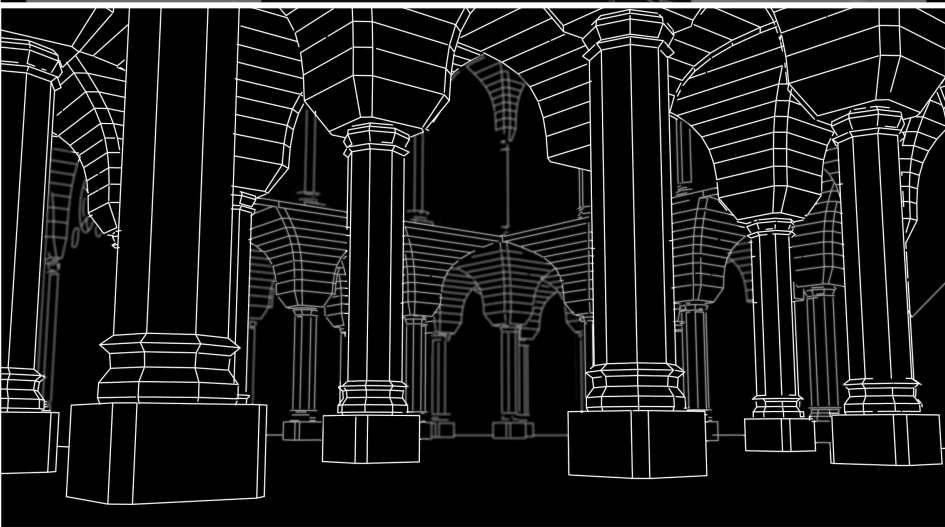
In-house

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](#)

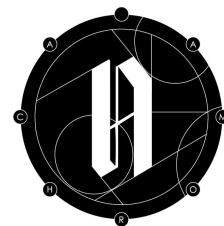
One solid result



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

Fun factor

GGJ : Achievement Unlocked



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Thank You

Most Importantly Have Fun!