NULLIS

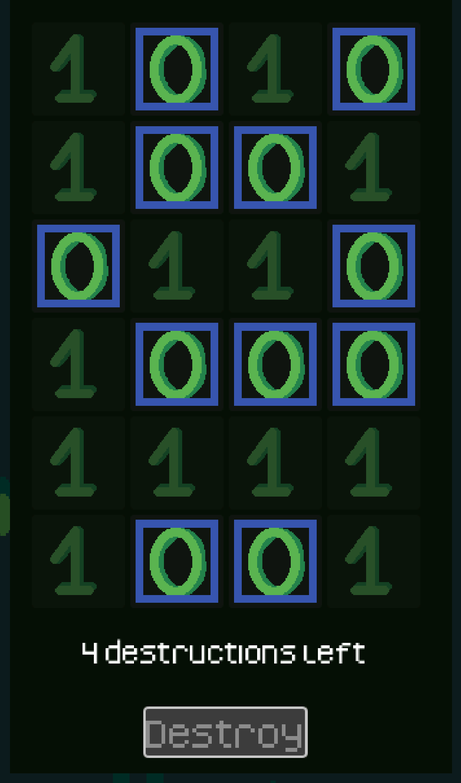
A tile-based puzzle game

$ echo “Your mission: Destroy all zeroes! Only ones can remain.”

$ info nullis

Nullis is a tile-based puzzle game with two different symbols - 0 and 1. To win you must select blocks of 0-s and destory them. All of the blocks on top of destroyed 0-s fall down and the level ends when all 0-s are destroyed.

Can you solve this in 4 moves?



$ ./nullis.sh --features

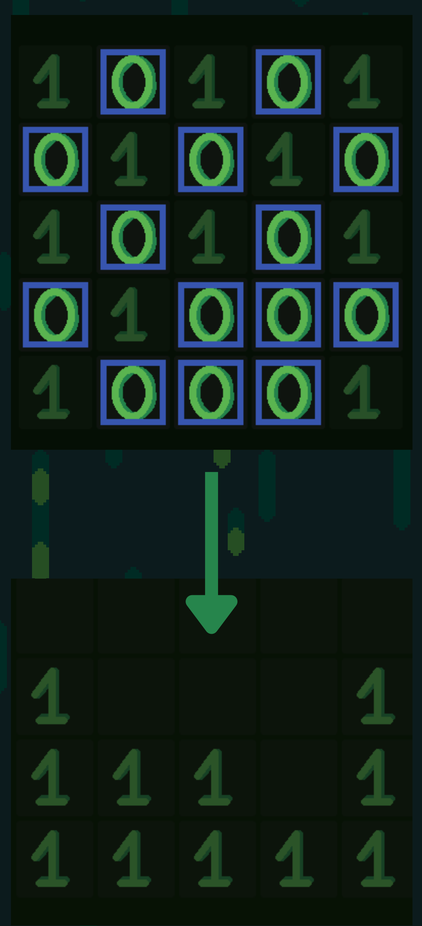
[+] 20 levels (in demo version)

[+] 2 game modes:

- Regular: Take as many steps as needed to destory all zeroes.
- Challenge: You have limited amount of destruction points in each level. Use them wisely.

$ cat future.txt

I am developing the game further and hopefully releasing it on Steam someday.



$ tree /dev/tools

```
/dev/tools
├── engine/
│   └── Godot_4.3
├── language/
│   └── GDScript
├── art/
│   └── Aseprite
├── music/
│   └── Beepbox
├── CG_project_spring_2025/
│   └── custom_level_editor
```

$ wget https://ron888.itch.io/nullis

Scan to play

UNIVERSITY OF TARTU
Institute of Computer Science

$ whoami
Veronika Kukk, Institute of Computer Science,
Computer Science MSc 1st year