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text written like

—/ **this** /—

is hard for me to speak fast

and

needs to be spoken slower

slide 0 | Title Slide

I'm going to talk fast,
so you might need to pause
and
read the slides.

|-----BREATH-----|

slide 1 | Self Introduction

Heya,

slide 2 | Who am I?

my name is Herschel Pravin Pawar.
This video has been recorded as part of my Aalto
application.

|-----BREATH-----|

slide 3 | Coventry University Summer School Game
Jam

I participated in the
—/ Summer School /—
for
—/ Game Development /—
.

slide 4 | Result

We wrapped up with a game jam,
and these are the results.

slide 5 | Themes

The themes were
—/ Continuous Change /—
and
—/ 2D Platformer /—

.

|-----BREATH-----|

slide 6 | The Team

We created

—/ **Fractured Elements** /—

,

featuring a player with cycling

—/ **elemental** /—

powers

slide 7 | Main Mechanic

I focused on making the gameplay

while my partner focused on

the creative aspects of the game.

|-----BREATH-----|

slide 8 | Player Architecture

the player code I wrote

was reused for the final boss

and the high-level code was

—/ **generic** /—

over weapons

and

—/ **elemental powers** /—

.

|-----BREATH-----|

slide 9 | Game Maker ToolKit's 2023 Game Jam

I taught myself Godot

and

participated in a game jam.

slide 10 | Result

These were the results.

There were over

—/ **six thousand seven hundred** /—

submissions.

slide 11 | Theme

The theme was

—/ **Roles Reversed** /—

.

|-----BREATH-----|

slide 12 | Gameplay

In the game,

players control aliens

fighting to survive

against heros.

slide 13 | Main Mechanic

A random alien fires

while space bar was pressed

This required the player

to choose between

having

—/ **predictability** /—

or

having more health.

|-----BREATH-----|

slide 14 | Bevy

Recently,

I've been learning Bevy,

a

—/ Rust-based /—

—/ ECS /—

—/ game engine /—

.

slide 15 | EMPTY SLIDE

So far,

I've remade pong.

I'm using the project to learn

how to make online games.

|-----BREATH-----|

slide 16 | Other Projects

Some other projects include:

slide 17 | VRCX Insights

VRCX Insights

A

—/ data mining /—

tool to extract friend circles

by correlating

people who are in the same room.

slide 18 | Output Metadata

You can see

why I had to zoom out the image so much.

|-----BREATH-----|

slide 19 | Booth Archiver

Another project is Booth Archiver,

which compiles your Booth wish list

into a spreadsheet.

slide 20 | Krita/GIMP Palette Generator

I also created a tool which quantizes given image
and
generates a palette from it.

|-----BREATH-----|

slide 21 | Kait

The textures for my OC
were made using Photoshop.

slide 22 | Goals for 2024

These are some of my goals
for
2025

slide 23 | Goal — Short Description — Why?

the most important being

—/ **WGPU** /—

and

—/ **public speaking** /—

|-----BREATH-----|

slide 24 | Why Aalto

I'm active in

—/ **Rust** /—

and

—/ **queer meetups** /—

,

always striving to create a

—/ **welcoming atmosphere** /—

and

support others.

|-----BREATH-----|

slide 25 | Acknowledgement

This

—/ **collaborative** /—

spirit is something I value deeply

and

is one of the main reasons that the

—/ **multidisciplinary** /—

,

project-based approach at Aalto resonates with me.

|-----BREATH-----|

slide 26 | Heavily Inspired by

I believe that innovation

—/ **thrives** /—

when people from

—/ **diverse backgrounds** /—

come together,

|-----BREATH-----|

and Aalto's environment offers

the perfect space

to exchange ideas

and

grow,

both

technically

and

personally.