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text written like

—/ **this** /—

is hard for me to speak fast

and needs to be spoken slower

script target (in seconds): 110 (01:50)

slide 0 | Title Slide

Budget: 2.5s

Time Elapsed: 00:00

Time Left: 01:50

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

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

slide 1 | Self Introduction

Budget: 0.5s

Time Elapsed: 00:02

Time Left: 01:47

Heya,

slide 2 | Who am I?

Budget: 4.5s

Time Elapsed: 00:03

Time Left: 01:47

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

Budget: 2.5s

Time Elapsed: 00:07

Time Left: 01:42

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

slide 4 | Result

Budget: 02s

Time Elapsed: 00:10

Time Left: 01:40

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

slide 5 | Themes

Budget: 02s

Time Elapsed: 00:12

Time Left: 01:38

The themes were

—/ Continuous Change /—

and

—/ 2D Platformer /—

.

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

slide 6 | The Team

Budget: 3.5s

Time Elapsed: 00:14

Time Left: 01:36

We created

—/ Fractured Elements /—

,

featuring a player with cycling

—/ elemental /—

powers

slide 7 | Main Mechanic

Budget: 04s

Time Elapsed: 00:17

Time Left: 01:32

I focused on making the gameplay
while my partner focused on

the creative aspects of the game.

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

slide 8 | Player Architecture

Budget: 06s

Time Elapsed: 00:21

Time Left: 01:28

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

Budget: 2.5s

Time Elapsed: 00:27

Time Left: 01:22

I taught myself Godot

and

participated in a game jam.

slide 10 | Result

Budget: 03s

Time Elapsed: 00:30

Time Left: 01:20

These were the results.

There were over

—/ **six thousand seven hundred** /—

submissions.

slide 11 | Theme

Budget: 1.5s

Time Elapsed: 00:33

Time Left: 01:17

The theme was

—/ **Roles Reversed** /—

.

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

slide 12 | Gameplay

Budget: 3.5s

Time Elapsed: 00:34

Time Left: 01:15

In the game,

players control aliens

fighting to survive

against heros.

slide 13 | Main Mechanic

Budget: 6.5s

Time Elapsed: 00:38

Time Left: 01:12

A random alien fires

while space bar is pressed

requiring the player

to choose between

having

—/ **predictability** /—

or

having more health.

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

slide 14 | Bevy

Budget: 04s

Time Elapsed: 00:44

Time Left: 01:05

Recently,

I've been learning Bevy,

a

—/ Rust-based /—

—/ ECS /—

—/ game engine /—

.

slide 15 | EMPTY SLIDE

Budget: 4.5s

Time Elapsed: 00:48

Time Left: 01:01

So far,

I've remade pong.

I'm using the project to learn

how to make online

—/ multiplayer /—

games.

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

slide 16 | Other Projects

Budget: 1.5s

Time Elapsed: 00:53

Time Left: 00:57

Some other projects include:

slide 17 | VRCX Insights

Budget: 5.5s

Time Elapsed: 00:54

Time Left: 00:55

VRCX Insights

A

—/ data mining /—

tool to extract friend circles

by correlating

people who are in the same room.

slide 18 | Output Metadata

Budget: 02s

Time Elapsed: 01:00

Time Left: 00:50

You can see

why I had to zoom out the image so much.

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

slide 19 | Booth Archiver

Budget: 4.5s

Time Elapsed: 01:02

Time Left: 00:48

Another project is Booth Archiver,

which compiles your Booth wish list

into a spreadsheet.

slide 20 | Krita/GIMP Palette Generator

Budget: 04s

Time Elapsed: 01:06

Time Left: 00:43

I also created a tool

which quantizes given image

and

generates a palette from it.

slide 21 | Rosettacode

Budget: 03s

Time Elapsed: 01:10

Time Left: 00:39

I also contributed

the code I wrote

to Rosettacode.

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

slide 22 | Kait

Budget: 2.5s

Time Elapsed: 01:13

Time Left: 00:36

The textures for my OC

were made using Photoshop.

slide 23 | Other Creative Stuff

Budget: 02s

Time Elapsed: 01:16

Time Left: 00:34

Here are some of the artworks I've made

slide 24 | Goals for 2024

Budget: 02s

Time Elapsed: 01:18

Time Left: 00:32

These are some of my goals

for

2025

slide 25 | Goal — Short Description — Why?

Budget: 03s

Time Elapsed: 01:20

Time Left: 00:30

the most important being

—/ **WGPU** /—

and

—/ **public speaking** /—

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

slide 26 | Why Aalto

Budget: 4.5s

Time Elapsed: 01:23

Time Left: 00:27

I'm active in

—/ **Rust** /—

and

—/ **queer meetups** /—

,

always striving to create a

—/ **welcoming atmosphere** /—

and

support others.

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

slide 27 | Acknowledgement

Budget: 7.5s

Time Elapsed: 01:27

Time Left: 00:22

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 28 | Heavily Inspired by

Budget: 3.5s

Time Elapsed: 01:35

Time Left: 00:15

I believe that innovation

—/ **thrives** /—

when people from

—/ **diverse backgrounds** /—

come together,

slide 29 | End Slide

Budget: 6.5s

Time Elapsed: 01:38

Time Left: 00:11

and Aalto's

—/ **environment** /—

provides

the perfect space

to exchange ideas

and grow,

both technically

and personally.

slide 30 | Ending Note

Budget: 2.5s

Time Elapsed: 01:45

Time Left: 00:05

To close,

I'd like to share something

I saw on Tumblr

slide 31 | Tumblr Post

Budget: 02s

Time Elapsed: 01:47

Time Left: 00:02

Its a post by

—/ **viridian masquerade** /—

slide 32 | THE Line

Budget: 1.5s

Time Elapsed: 01:49

Time Left: 00:00

This resonated very deeply with me

slide 33 | EMPTY SLIDE

Budget: 05s

Time Elapsed: 01:51

Time Left: 00:-1

If I was more creative,

I'd adapt it to

learning

and

growth

but I'm not

the best I can come up with is

slide 34 | My heart

Budget: 02s

Time Elapsed: 01:56

Time Left: 00:-6

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

...

...

...

Thank you.

slide 35 | THE END

Budget: 00s

Time Elapsed: 01:58

Time Left: 00:-8

- Target time: 01:50 -

- Total time: 01:58 -