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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

This is my introduction video for Aalto University's Game Design

and

—/ **Development** /—

program.

I'm going to talk fast,

so you might need to pause

and

read the slides.

slide 1 | Self Introduction

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

slide 2 | Who am I?

Heya,

my name is Herschel Pravin Pawar.

This video is part of my Aalto application.

Everything you see in this video

—

scripts,

links,

and

images

—

are a part of a Typst document available freely on GitHub
under a public domain licence.

slide 3 | Coventry University

I participated in

—/ **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 /—
.

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.

slide 8 | Player Architecture

I'm proud that the player code I wrote was adaptable
enough to be 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 by creating small games
and
eventually 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** /—
.

slide 12 | Gameplay

In the game,
players control aliens
fighting to survive
against heros.

slide 13 | Main Mechanic

A random alien fired
while space bar was pressed
This required the player to choose between
having
—/ **predictability** /—
or
having more health.

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.
Currently,
I'm using the codebase to learn
how to make online multiplayer games.

slide 16 | Other Projects

Some other projects include:

slide 17 | VRCX Insights

VRCX Insights
A
—/ data mining /—
tool to extract friend circles
by co-relating
people being in the same room

slide 18 | Output Metadata

Here,
you can see
why I had to zoom out the image so much

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've also created a tool that quantizes an image
and
generates a palette from it.

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** /—

slide 24 | Why Aalto

I'm active in

—/ **Rust** /—

and

—/ **queer meetups** /—

,

always striving to create a

—/ **welcoming atmosphere** /—

and

support others.

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.

slide 26 | Heavily Inspired by

I believe that innovation

—/ **thrives** /—

when people from

—/ **diverse backgrounds** /—

come together,

and Aalto's environment offers

the perfect space

to exchange ideas

and

grow,

both technically

and

personally.