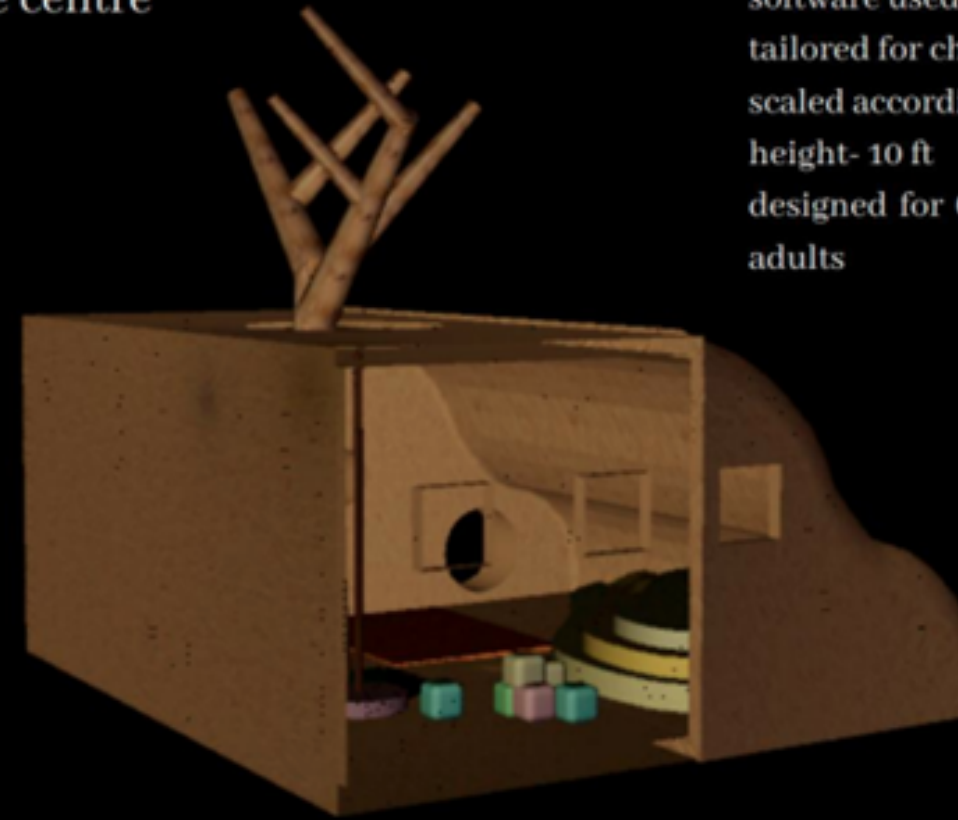# PROJECT PORTFOLIO

Here are some of the projects I've worked on in first year at Srishti Manipal Institute :)

daycare centre

software used: maya
tailored for children aged 3-6
scaled according to 20x20 ft
height- 10 ft
designed for 6 children and 2
adults

A 20 x 20 ft daycare centre designed on Maya for children aged 5-6 years .

- swings that can be used as chairs
- a small ballpit was to be included below so that the children don't get hurt when they fall
- Personally, swings were and still are the most fun part of a play area to me so I had to include it

- soft chairs for children that are about 1 ft
- these are boxes that can open and can be used for storage of different types of activities

- reading cove with books for cognitive and socio-emotional development of children
- play area for children to unwind and for physical activity
- a chance to play and socialise with other kids
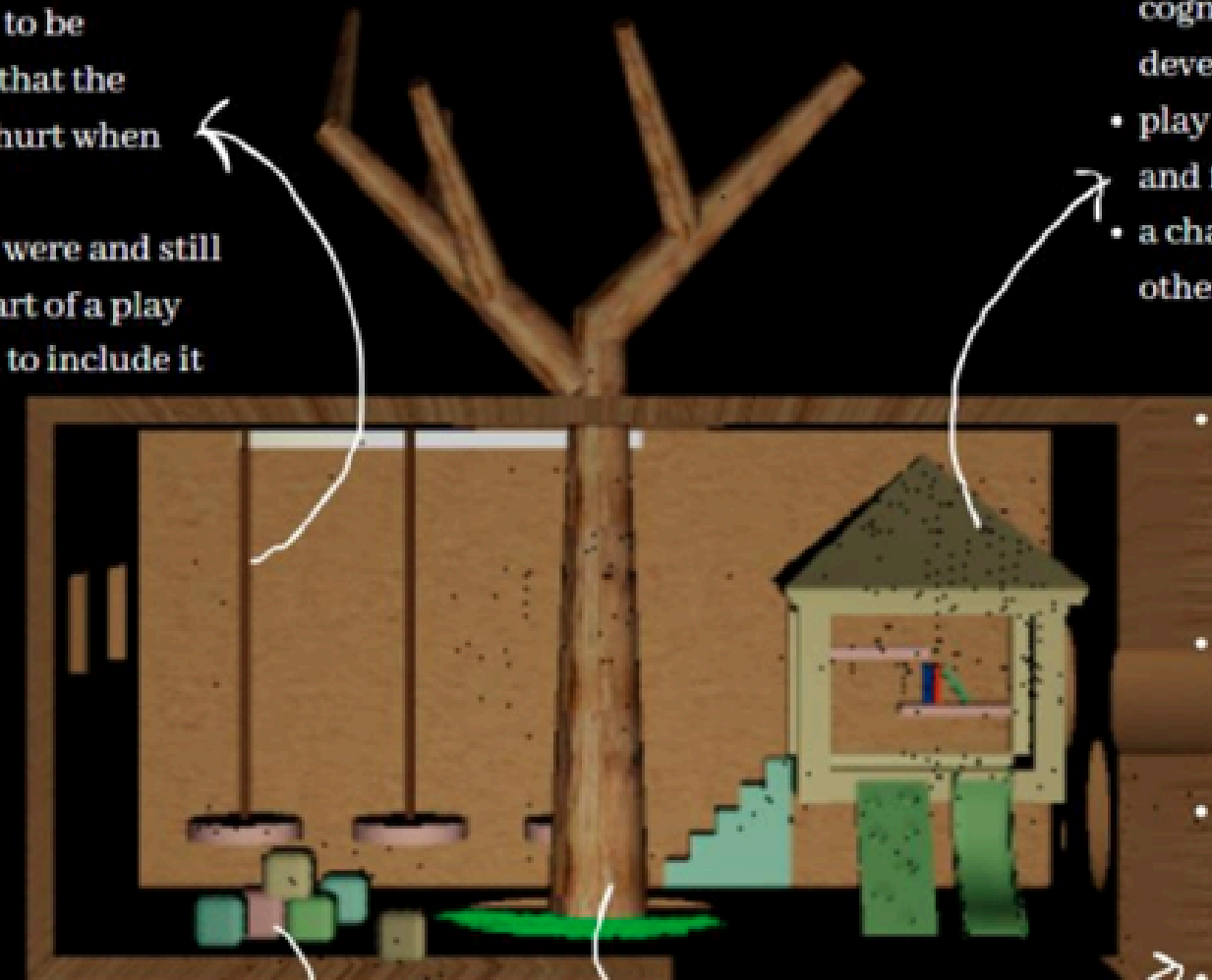
- a tree in the centre of the daycare centre to address the connection between humans and nature
- Children can better grasp the critical function trees play in keeping breathable air
- small grass patch and bark adds to the different textures introduced to stimulate the kids
- kids can attempt to climb the tree as a part of physical activity
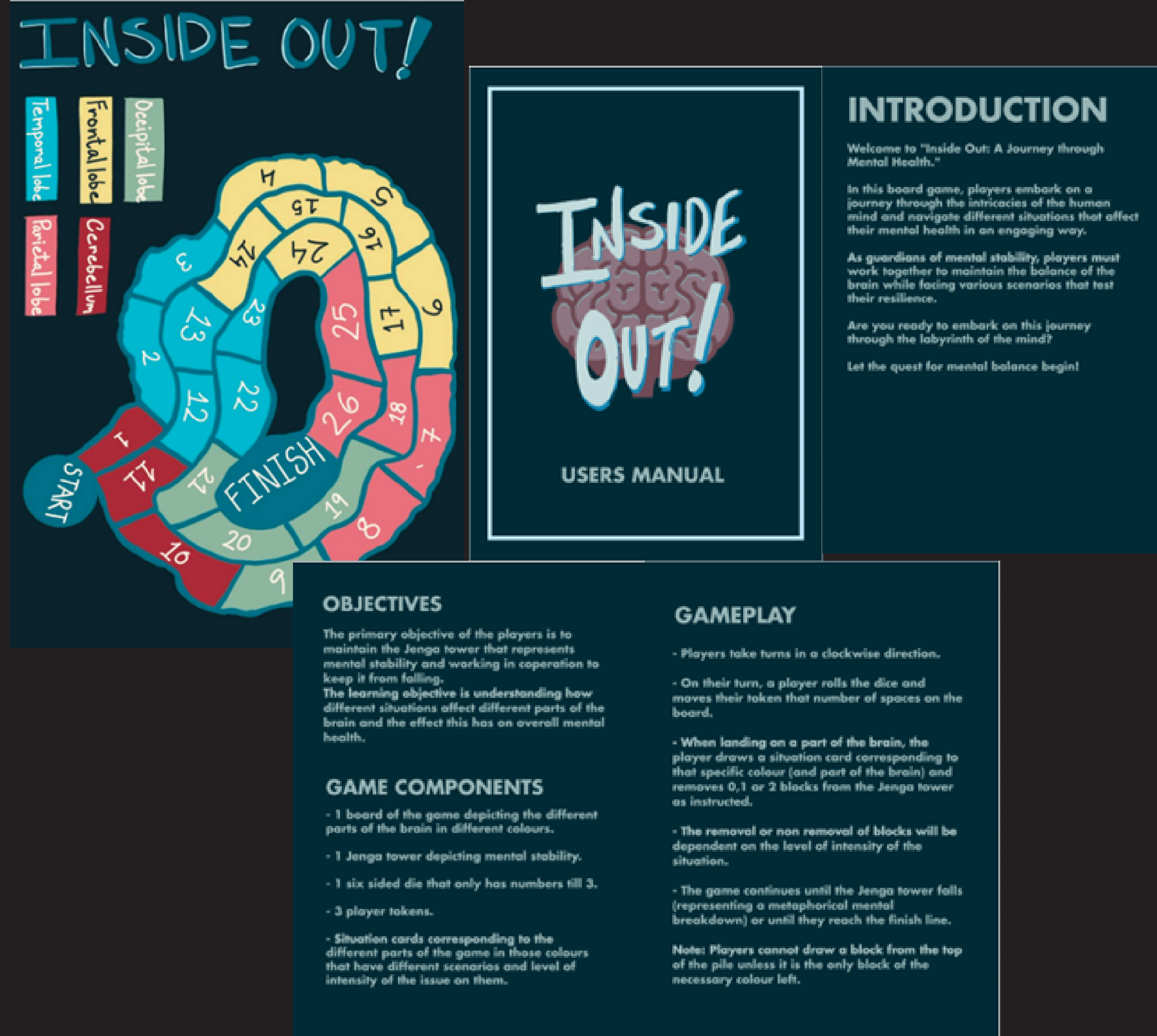
PROJECT 02

A treehouse designed on the Maya software. This space is designed as a place where I could personally envision myself living in or want to live in.

PROJECT 03

A game that serves the purpose of making the players aware of mental health in higher education and how different situations affect respective parts of the brain. I collaborated with 3 other students to make this game.

INSIDE OUT!

Temporal lobe
Frontal lobe
Occipital lobe
Parietal lobe
Cerebellum

4
15
16
5
14
24
17
3
23
6
13
25
2
22
18
12
26
7
1
FINISH
11
21
19
20
8
10
9

INSIDE OUT!

USERS MANUAL

INTRODUCTION

Welcome to "Inside Out: A Journey through Mental Health."

In this board game, players embark on a journey through the intricacies of the human mind and navigate different situations that affect their mental health in an engaging way.

As guardians of mental stability, players must work together to maintain the balance of the brain while facing various scenarios that test their resilience.

Are you ready to embark on this journey through the labyrinth of the mind?

Let the quest for mental balance begin!

OBJECTIVES

The primary objective of the players is to maintain the Jenga tower that represents mental stability and working in cooperation to keep it from falling.
The learning objective is understanding how different situations affect different parts of the brain and the effect this has on overall mental health.

GAME COMPONENTS

- 1 board of the game depicting the different parts of the brain in different colours.

- 1 Jenga tower depicting mental stability.

- 1 six sided die that only has numbers till 3.

- 3 player tokens.

- Situation cards corresponding to the different parts of the game in those colours that have different scenarios and level of intensity of the issue on them.

GAMEPLAY

- Players take turns in a clockwise direction.

- On their turn, a player rolls the dice and moves their token that number of spaces on the board.

- When landing on a part of the brain, the player draws a situation card corresponding to that specific colour (and part of the brain) and removes 0,1 or 2 blocks from the Jenga tower as instructed.

- The removal or non removal of blocks will be dependent on the level of intensity of the situation.

- The game continues until the Jenga tower falls (representing a metaphorical mental breakdown) or until they reach the finish line.

Note: Players cannot draw a block from the top of the pile unless it is the only block of the necessary colour left.

Introduction:

"Beyond Labels" immerses players in the LGBTQIA+ community's challenges. Select diverse characters, each facing unique struggles, mirroring real-life experiences. Navigate societal obstacles, collecting solution cards representing acceptance and empowerment. Encounter swap blocks for allyship, enabling resource exchange to overcome adversity. Through strategic gameplay, foster empathy and understanding of LGBTQIA+ issues. "Beyond labels" transcends entertainment, serving as a platform for education and advocacy, promoting inclusivity and social change.

Gameplay:

Before players start the game, they are expected to choose a character profile. Each profile comes with 5 challenge cards and a player token.

The game board consists of rows with interconnected blocks. Players move from one row to the next via the connecting lines.

Game Mechanics:

Challenge Cards: Each player receives 5 challenge cards at the beginning of the game. These cards depict various challenges or tasks.

Solution Cards: Solution cards are scattered throughout the board. The cards that share the same color as the player's profile card are the solution cards related to the player's challenge cards.

Movement: Players roll a dice to determine the number of blocks they can move. They move their player token along the paths, following the white connecting lines.

Acquiring Cards: Whenever a player lands on a block, they have the opportunity to take the card placed on it, regardless of its color.

Swap Blocks: Some blocks are designated as swap blocks. When a player lands on a swap block, they can choose to swap one of their cards with a card of their choice from another player.

Objectives:

The player who accumulates the most solution cards related to their challenge cards by the time they reach the end of the board wins the game.

Winning Conditions:

The objective of the game is to find as many solution cards related to the player's challenge cards as possible. Players collect solution cards by landing on blocks with matching colors and strategically swapping cards with other players.

Strategy Tips:

Prioritize movement to blocks matching your profile's color to collect solution cards efficiently.
Utilize swap blocks strategically to acquire solution cards that match your challenges or to hinder opponents' progress.
Keep track of other players' progress and attempt to hinder their collection of solution cards when possible.
Plan your route through the board to maximize your chances of landing on beneficial blocks and collecting solution cards.
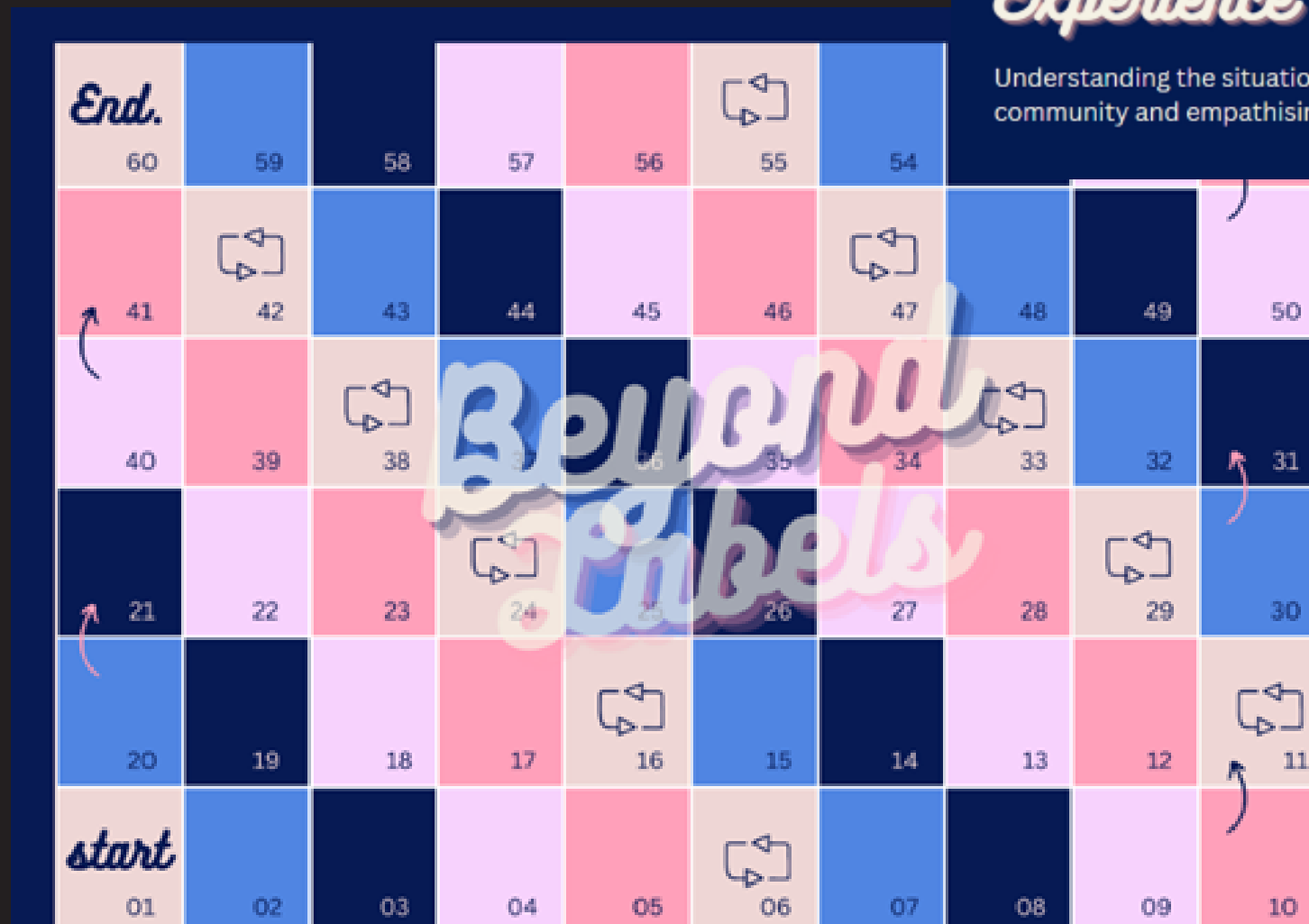
Learning outcome:

Learning more about the struggles of women and the LQBTQIA+ community and what they face due to ignorance and discrimination in context of higher education in India .

Experience outcome:

Understanding the situations faced by women and the LGBTQIA+ community and empathising with them.

PROJECT 04

A game that deals with struggles revolving around gender, sexuality and identity and makes the player aware of the same. I collaborated with 2 other people to make this game
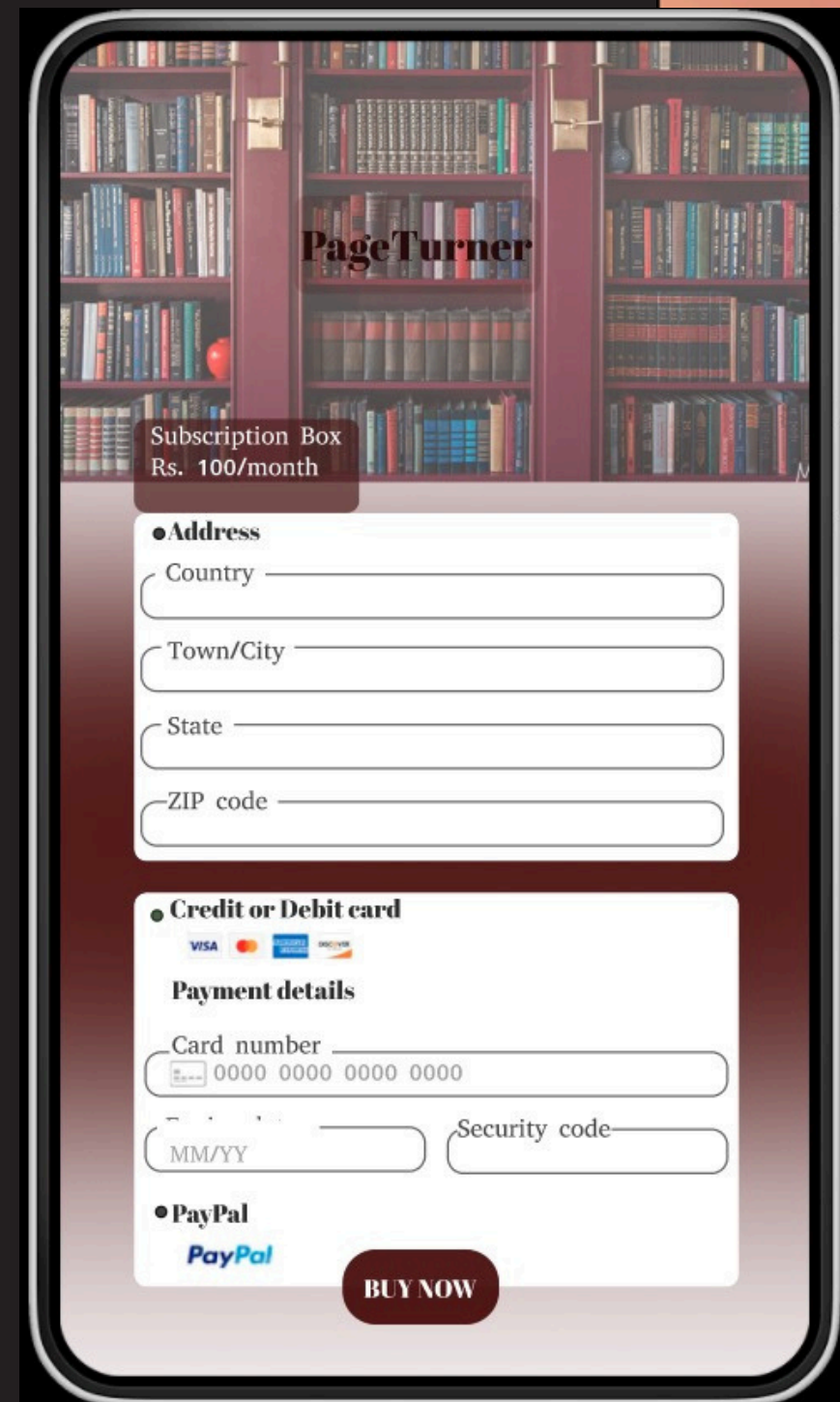
PROJECT 05

This jigsaw puzzle features pieces shaped like elderly people. These pieces can be removed and placed together with folded hands, symbolizing their reduced physical contribution to society as they age. The folding hands represent social integration, while the puzzle pieces reflect the world and society that seem to fall apart at a certain stage in their lives.

PROJECT 06

A checkout page and a sign-up page created in Figma for an imaginary website called PageTurner

Tap into your love for reading with PageTurner

Create Account

First Name

Last Name

Email

Password

Create Account

f Sign up with Facebook

Sign up with Twitter

PageTurner

Subscription Box
Rs. 100/month

●**Address**

Country

Town/City

State

ZIP code

●**Credit or Debit card**

VISA MasterCard AMERICAN DISCOVER

Payment details

Card number

0000 0000 0000 0000

Expiration date

MM/YY

Security code

●**PayPal**

PayPal

BUY NOW