



OUTLINE:

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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 |**

Budget: 6.4s

Time Elapsed: 00:00

Time Left: 01:50

Start Frame: 0

Frames Budget: 160

## **Title Slide**

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

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

**slide 1 |**

## **Self Introduction**

Budget: 0.4s

Time Elapsed: 00:06

Time Left: 01:43

Start Frame: 160

Frames Budget: 10

Heya,

**slide 2 |**

## **Who am I?**

Budget: 10s

Time Elapsed: 00:06

Time Left: 01:43

Start Frame: 170

Frames Budget: 250

My name is Herschel Pravin Pawar,

I also go by Kat in some circles.

This video was recorded as part of my

Aalto application.

BREATH

slide 3 |

## Parrylord (Bevy)

Budget: 06s

Time Elapsed: 00:16

Time Left: 01:33

Start Frame: 420

Frames Budget: 150

Last year I set out to learn Bevy,  
an ECS-based game engine  
written in Rust.

**slide 4 |**

## **Theme**

Budget: 10s

Time Elapsed: 00:22

Time Left: 01:27

Start Frame: 570

Frames Budget: 250

I wanted to encourage the player to take risks.

So,

the player's damage,

projectiles,

and score

increase with

the number of projectiles

parried at once.

**slide 5 |**

## **Solo Developer**

Budget: 7.6s

Time Elapsed: 00:32

Time Left: 01:17

Start Frame: 819

Frames Budget: 190

After learning the basics,

I participated in Bevy Jam 6.

I also made an online leaderboard for the game.

**slide 6 |**

## **Result**

Budget: 2.4s

Time Elapsed: 00:40

Time Left: 01:09

Start Frame: 1009

Frames Budget: 59

I placed  
sixty-first  
out of  
ninety-eight.

**slide 7 |**

## **Your Own Size (Godot)**

Budget: 9.2s

Time Elapsed: 00:42

Time Left: 01:07

Start Frame: 1069

Frames Budget: 230

This year

I got an itch

to do pixel art again

and participated as a pixel artist

for the GameDev.tv Game Jam 2025.

**slide 8 |**

## **Theme**

Budget: 04s

Time Elapsed: 00:52

Time Left: 00:58

Start Frame: 1300

Frames Budget: 100

We wanted to

incorporate the theme

through aesthetics

and story.

**slide 9 |**

Budget: 6.4s

Time Elapsed: 00:56

Time Left: 00:54

Start Frame: 1399

Frames Budget: 160

## **Artist**

The art team

had one more person.

My teammate

was more

experienced

and faster

than me.

**slide** 10 |

Budget: 3.6s

Time Elapsed: 01:02

Time Left: 00:47

Start Frame: 1560

Frames Budget: 90

## Showcase

My biggest contribution was a  
three-by-three  
minimal  
autotile  
tileset.

**slide 11 |**

## The problem

Budget: 7.2s

Time Elapsed: 01:06

Time Left: 00:44

Start Frame: 1650

Frames Budget: 180

Cosmical One,  
my teammate,  
drew beautiful backgrounds,  
but they made it hard  
to see the platforms  
and enemies.

**slide** 12 |

Budget: 06s

Time Elapsed: 01:13

Time Left: 00:36

Start Frame: 1830

Frames Budget: 150

## **Solution**

I wanted players

to appreciate the backgrounds.

So,

I finally got

to make a shader.

**slide** 13 |

## **Result**

Budget: 3.6s

Time Elapsed: 01:19

Time Left: 00:30

Start Frame: 1980

Frames Budget: 90

We placed  
seventy-eighth  
out of  
one thousand and ten.

slide 14 |

## Coventry University Summer School

Budget: 12.4s

Time Elapsed: 01:22

Time Left: 00:27

Start Frame: 2070

Frames Budget: 310

Until last year,

I was unsure about game dev.

I didn't know any game devs IRL,

so when one of my friends

told me about a summer school program,

I joined.

**slide** 15 |

Budget: 11.2s

Time Elapsed: 01:35

Time Left: 00:14

Start Frame: 2380

Frames Budget: 279

## **Result**

I met a lot of people there,  
talked to a lot of people,  
especially from the games industry,  
and concluded that  
I do want to pursue game dev.

slide 16 |

## **Fractured Elements (Unity)**

Budget: 04s

Time Elapsed: 01:46

Time Left: 00:03

Start Frame: 2660

Frames Budget: 100

The finale for the  
summer school was  
a game jam.

**slide** 17 |

Budget: 7.2s

Time Elapsed: 01:50

Time Left: 00:00

Start Frame: 2760

Frames Budget: 180

## **Theme**

We wanted to incorporate  
the theme  
into the lore,  
which was reflected in the game  
as a mechanic.

**slide 18 |**

## **Lead Developer**

Budget: 13.2s

Time Elapsed: 01:57

Time Left: 00:-7

Start Frame: 2940

Frames Budget: 330

My partner had been programming for less time than me,

but he plays

Dungeons & Dragons

and acts as the dungeon master,

so he was better at

lore building,

game mechanics,

and other aspects.

**slide** 19 |

## **Result**

Budget: 2.4s

Time Elapsed: 02:10

Time Left: 00:-20

Start Frame: 3270

Frames Budget: 59

We placed

second

out of

four.

slide 20 |

## Cosmos Conquerors (Godot)

Budget: 7.2s

Time Elapsed: 02:13

Time Left: 00:-23

Start Frame: 3330

Frames Budget: 180

This was also the first game

I made with Godot

that was not just

a proof of concept.

**slide** 21 |

## **Theme**

Budget: 6.4s

Time Elapsed: 02:20

Time Left: 00:-30

Start Frame: 3510

Frames Budget: 160

And it made me realize  
that I enjoy game dev  
even if I'm bad at ideas.

**slide** 22 |

## **Solo Developer**

Budget: 2.8s

Time Elapsed: 02:26

Time Left: 00:-36

Start Frame: 3670

Frames Budget: 69

I enjoy the process of making games.

**slide** 23 |

Budget: 5.6s

Time Elapsed: 02:29

Time Left: 00:-39

Start Frame: 3740

Frames Budget: 139

## **Result**

I placed

four thousand six hundred twelfth

out of

six thousand seven hundred third.

**slide 24 |**

## **Krita Palette Creator (Rust)**

Budget: 14s

Time Elapsed: 02:35

Time Left: 00:-45

Start Frame: 3880

Frames Budget: 349

I tend to only  
write code and build  
when I have a problem.  
  
So when I wanted  
to extract a color palette  
from an image,  
and existing tools were annoying,  
I made the tool myself.

**slide** 25 |

## Rosetta Code

Budget: 7.2s

Time Elapsed: 02:49

Time Left: 00:-59

Start Frame: 4230

Frames Budget: 180

I first checked Rosetta Code,  
but they didn't have the median-cut algorithm,  
so I contributed that as well.

**slide 26 |**

## **Acknowledgement**

Budget: 3.6s

Time Elapsed: 02:56

Time Left: 00:-66

Start Frame: 4410

Frames Budget: 90

I know I stand  
on the shoulders of  
giants.

**slide 27 |**

## **Heavily Inspired by**

Budget: 06s

Time Elapsed: 03:00

Time Left: 00:-70

Start Frame: 4500

Frames Budget: 150

This video would

not have

been

possible

without generations of

people who came

before me.

**slide 28 |**

Budget: 10s

Time Elapsed: 03:06

Time Left: 00:-76

Start Frame: 4650

Frames Budget: 250

## **Important Links**

There are so many people

who influenced me,

but I don't remember.

I hope

one day someone will look

at my work and be influenced.

----- Target time: 01:50 -----

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----- Total time: 03:16 -----