OUTLINE:

Contents

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: 6.4s
Time Elapsed: 00:00
Time Left: 01:50
Start Frame: 0
Frames Budget: 160

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: 8.4s
Time Elapsed: 00:06
Time Left: 01:43
Start Frame: 170
Frames Budget: 210

My name is Herschel Pravin Pawar,

I also go by Kat.

This video was recorded as part of my

Aalto application.

Parrylord (Bevy)

Budget: 06s
Time Elapsed: 00:15
Time Left: 01:34
Start Frame: 380
Frames Budget: 150

Last year I set out to learn Bevy,

an ECS-based game engine

written in Rust.

Theme

Budget: 10s
Time Elapsed: 00:21
Time Left: 01:28
Start Frame: 530
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: 00:31
Time Left: 01:18
Start Frame: 780
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: 00:38
Time Left: 01:11
Start Frame: 970
Frames Budget: 59

I placed

sixtyth

out of

ninety-eight.

slide 7 |

Your Own Size (Godot)

Budget: 9.2s
Time Elapsed: 00:41
Time Left: 01:08
Start Frame: 1030
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: 3.2s
Time Elapsed: 00:50
Time Left: 00:59
Start Frame: 1260
Frames Budget: 80

We incorporated

the theme

through aesthetics

and story.

Artist

Budget: 6.8s
Time Elapsed: 00:53
Time Left: 00:56
Start Frame: 1340
Frames Budget: 170

The art team

had one more person.

Cosmical one,

Who

was more

experienced

and faster

than me.

slide 10 | **Showcase**

Budget: 3.6s
Time Elapsed: 01:00
Time Left: 00:49
Start Frame: 1510
Frames Budget: 90

My biggest contribution was a

three-by-three

minimal

autotile

tileset.

slide 11 |

The problem

Budget: 7.2s
Time Elapsed: 01:04
Time Left: 00:46
Start Frame: 1600
Frames Budget: 180

Cosmical One,

my teammate,

drew beautiful backgrounds,

but they made it hard

to see the platforms

and enemies.

Solution

Budget: 7.6s
Time Elapsed: 01:11
Time Left: 00:38
Start Frame: 1780
Frames Budget: 190

I wanted players

to appreciate the backgrounds

without losing the gameplay.

So,

I finally got

to make a shader.

slide 13 | **Result**

Budget: 3.6s
Time Elapsed: 01:18
Time Left: 00:31
Start Frame: 1969
Frames Budget: 90

We placed

twenty-fourth

out of

one thousand and ten.

Coventry University Summer School

Budget: 9.6s
Time Elapsed: 01:22
Time Left: 00:27
Start Frame: 2060
Frames Budget: 239

I didn't know any game devs IRL,

so when one of my friends

told me about a summer school program,

I took the

opportunity.

slide 15 | # Result

Budget: 7.6s
Time Elapsed: 01:31
Time Left: 00:18
Start Frame: 2299
Frames Budget: 190

I met and talked to a lot of people

and concluded that

I do want to pursue game dev.

Fractured Elements (Unity)

Budget: 04s
Time Elapsed: 01:39
Time Left: 00:10
Start Frame: 2489
Frames Budget: 100

The finale for the

summer school was

a game jam.

slide 17 |

Theme

Budget: 6.4s
Time Elapsed: 01:43
Time Left: 00:06
Start Frame: 2589
Frames Budget: 160

We incorporated

the theme

into the lore,

which was reflected in the game

as a mechanic.

Lead Developer

Budget: 13.2s
Time Elapsed: 01:49
Time Left: 00:00
Start Frame: 2749
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: 02:03
Time Left: 00:−13
Start Frame: 3079
Frames Budget: 59

We placed

second

out of

four.

slide 20 | # Cosmos Conquerors (Godot)

Budget: 7.2s
Time Elapsed: 02:05
Time Left: 00:−15
Start Frame: 3140
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: 02:12
Time Left: 00:−22
Start Frame: 3319
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: 02:19
Time Left: 00:−29
Start Frame: 3480
Frames Budget: 69

I enjoy the process of making games.

slide 23 | # Result

Budget: 06s
Time Elapsed: 02:22
Time Left: 00:−32
Start Frame: 3550
Frames Budget: 150

I placed

four thousand

six hundred

fifty second

out of

six thousand seven hundred third.

Krita Palette Creator (Rust)

Budget: 5.2s
Time Elapsed: 02:28
Time Left: 00:−38
Start Frame: 3700
Frames Budget: 130

I wanted a simple way

to extract a color palette

from an image.

Rosetta Code

Budget: 7.2s
Time Elapsed: 02:33
Time Left: 00:−43
Start Frame: 3829
Frames Budget: 180

I first checked Rosetta Code,

but they didn't have the median-cut algorithm,

so I contributed

the rust code.

slide 26 |

Acknowledgement

Budget: 3.6s
Time Elapsed: 02:40
Time Left: 00:−50
Start Frame: 4009
Frames Budget: 90

I know I stand

on the shoulders of

giants.

slide 27 |

Heavily Inspired by

Budget: 06s
Time Elapsed: 02:43
Time Left: 00:−53
Start Frame: 4099
Frames Budget: 150

This video would

not have

been

possible

without generations of

people who came

before me.

slide 28 |

Important Links

Budget: 04s
Time Elapsed: 02:49
Time Left: 00:−59
Start Frame: 4249
Frames Budget: 100

I hope to influence others

like how others influenced me.

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

---------- Total time: 02:53 ---------