

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: 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.

slide 3 |

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.

slide 4 |

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.

slide 9 |

Budget: 6.4s

Time Elapsed: 00:53

Time Left: 00:56

Start Frame: 1340

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: 01:00

Time Left: 00:49

Start Frame: 1500

Frames Budget: 90

Showcase

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

slide 11 |

The problem

Budget: 7.2s

Time Elapsed: 01:03

Time Left: 00:46

Start Frame: 1590

Frames Budget: 180

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

slide 12 |

Solution

Budget: 7.6s

Time Elapsed: 01:10

Time Left: 00:39

Start Frame: 1770

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: 1960

Frames Budget: 90

We placed
twenty-fourth
out of
one thousand and ten.

slide 14 |

Coventry University Summer School

Budget: 13.2s

Time Elapsed: 01:22

Time Left: 00:28

Start Frame: 2050

Frames Budget: 330

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 took the

opportunity.

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: 6.4s

Time Elapsed: 01:50

Time Left: 00:00

Start Frame: 2760

Frames Budget: 160

Theme

We incorporated
the theme
into the lore,
which was reflected in the game
as a mechanic.

slide 18 |

Lead Developer

Budget: 13.2s

Time Elapsed: 01:56

Time Left: 00:-6

Start Frame: 2920

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 |

Budget: 2.4s

Time Elapsed: 02:10

Time Left: 00:-20

Start Frame: 3250

Frames Budget: 59

Result

We placed

second

out of

four.

slide 20 |

Cosmos Conquerors (Godot)

Budget: 7.2s

Time Elapsed: 02:12

Time Left: 00:-22

Start Frame: 3310

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: 02:19

Time Left: 00:-29

Start Frame: 3490

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: 3650

Frames Budget: 69

I enjoy the process of making games.

slide 23 |

Budget: 06s

Time Elapsed: 02:28

Time Left: 00:-38

Start Frame: 3720

Frames Budget: 150

Result

I placed
four thousand
six hundred
fifty second
out of
six thousand seven hundred third.

slide 24 |

Krita Palette Creator (Rust)

Budget: 12.4s

Time Elapsed: 02:34

Time Left: 00:-44

Start Frame: 3870

Frames Budget: 310

I tend to

write program

for problems I have.

So when I wanted

to extract a color palette

from an image.

The existing tools were annoying,

I made the tool myself.

slide 25 |

Rosetta Code

Budget: 7.2s

Time Elapsed: 02:47

Time Left: 00:-57

Start Frame: 4180

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: 02:54

Time Left: 00:-64

Start Frame: 4360

Frames Budget: 90

I know I stand
on the shoulders of
giants.

slide 27 |

Heavily Inspired by

Budget: 06s

Time Elapsed: 02:58

Time Left: 00:-68

Start Frame: 4450

Frames Budget: 150

This video would

not have

been

possible

without generations of

people who came

before me.

slide 28 |

Important Links

Budget: 10s

Time Elapsed: 03:04

Time Left: 00:-74

Start Frame: 4600

Frames Budget: 250

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 -----

----- Total time: 03:14 -----