

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 |

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: 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 |

Artist

Budget: 6.4s

Time Elapsed: 00:56

Time Left: 00:54

Start Frame: 1399

Frames Budget: 160

The art team
had one more person.
My teammate
was more
experienced
and faster
than me.

slide 10 |

Showcase

Budget: 3.6s

Time Elapsed: 01:02

Time Left: 00:47

Start Frame: 1560

Frames Budget: 90

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 |

Solution

Budget: 06s

Time Elapsed: 01:13

Time Left: 00:36

Start Frame: 1830

Frames Budget: 150

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 |

Result

Budget: 11.2s

Time Elapsed: 01:35

Time Left: 00:14

Start Frame: 2380

Frames Budget: 279

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 |

Theme

Budget: 7.2s

Time Elapsed: 01:50

Time Left: 00:00

Start Frame: 2760

Frames Budget: 180

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 |

Result

Budget: 5.6s

Time Elapsed: 02:29

Time Left: 00:-39

Start Frame: 3740

Frames Budget: 139

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 |

Important Links

Budget: 10s

Time Elapsed: 03:06

Time Left: 00:-76

Start Frame: 4650

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: 03:16 -----