

## 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: 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 |**

## **Artist**

Budget: 6.4s

Time Elapsed: 00:53

Time Left: 00:56

Start Frame: 1340

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: 01:00

Time Left: 00:49

Start Frame: 1500

Frames Budget: 90

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 |

## **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: 6.4s

Time Elapsed: 01:50

Time Left: 00:00

Start Frame: 2760

Frames Budget: 160

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 |

## Result

Budget: 2.4s

Time Elapsed: 02:10

Time Left: 00:-20

Start Frame: 3250

Frames Budget: 59

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 |**

## **Result**

Budget: 06s

Time Elapsed: 02:28

Time Left: 00:-38

Start Frame: 3720

Frames Budget: 150

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 -----