

OUTLINE:

Contents

Title Slide	3
Self Introduction	4
Who am I?	5
Parrylord (Bevy)	6
Theme	7
Solo Developer	8
Result	9
Your Own Size (Godot)	10
Theme	11
Artist	12
Showcase	13
The problem	14
Solution	15
Result	16
Coventry University Summer School	17
Result	18
Fractured Elements (Unity)	19
Theme	20
Lead Developer	21
Result	22
Cosmos Conquerors (Godot)	23
Theme	24
Solo Developer	25
Result	26
Krita Palette Creator (Rust)	27
Rosetta Code	28
Acknowledgement	29
Heavily Inspired by	30
Important Links	31

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: 10.4s

Time Elapsed: 00:06

Time Left: 01:43

Start Frame: 170

Frames Budget: 260

my name is Herschel Pravin Pawar,

I also go by kat in some circles.

This video has been recorded as part of my

Aalto application.

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

slide 3 |

Parrylord (Bevy)

Budget: 6.4s

Time Elapsed: 00:17

Time Left: 01:32

Start Frame: 430

Frames Budget: 160

Last year I set out to learn Bevy.

An ECS based game engine

written in Rust.

slide 4 |

Theme

Budget: 10s

Time Elapsed: 00:23

Time Left: 01:26

Start Frame: 590

Frames Budget: 250

I wanted to encourage the player to take risks.

So,

the player damage,

projectiles,

and score

increases with

the number of projectiles

parried at once.

slide 5 |

Solo Developer

Budget: 8.4s

Time Elapsed: 00:33

Time Left: 01:16

Start Frame: 840

Frames Budget: 210

After learning the basics,

I decided to participate in Bevy Jam 6.

I also made an online leaderboard for the game.

slide 6 |

Result

Budget: 3.2s

Time Elapsed: 00:42

Time Left: 01:08

Start Frame: 1050

Frames Budget: 80

I placed

sixty first

out of

ninety eight.

slide 7 |

Your Own Size (Godot)

Budget: 8.4s

Time Elapsed: 00:45

Time Left: 01:04

Start Frame: 1130

Frames Budget: 210

This year

I got an itch

to do pixel art again.

And participated as pixel artist

for GameDev.tv Game Jam 2025.

slide 8 |

Theme

Budget: 04s

Time Elapsed: 00:53

Time Left: 00:56

Start Frame: 1340

Frames Budget: 100

We wanted to
incorporate the theme
via aesthetics
and story.

slide 9 |

Artist

Budget: 6.4s

Time Elapsed: 00:57

Time Left: 00:52

Start Frame: 1440

Frames Budget: 160

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

slide 10 |

Showcase

Budget: 04s

Time Elapsed: 01:04

Time Left: 00:46

Start Frame: 1600

Frames Budget: 100

My biggest contribution was

three by three

minimal

autotile

tileset.

slide 11 |

The problem

Budget: 7.6s

Time Elapsed: 01:08

Time Left: 00:42

Start Frame: 1700

Frames Budget: 190

Cosmical One,

my teammate

drew very beautiful backgrounds.

But they made it difficult

to see the platforms

and enemies.

slide 12 |

Solution

Budget: 6.4s

Time Elapsed: 01:15

Time Left: 00:34

Start Frame: 1890

Frames Budget: 160

I wanted the players
to appreciate the backgrounds.
So,
I finally got
to make a shader.

slide 13 |

Result

Budget: 04s

Time Elapsed: 01:22

Time Left: 00:28

Start Frame: 2050

Frames Budget: 100

We placed
seventy eighth
out of
one thousand and ten.

slide 14 |

Coventry University Summer School

Budget: 13.6s

Time Elapsed: 01:26

Time Left: 00:24

Start Frame: 2150

Frames Budget: 340

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,

and I participated in it.

slide 15 |

Result

Budget: 10.8s

Time Elapsed: 01:39

Time Left: 00:10

Start Frame: 2490

Frames Budget: 270

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

slide 16 |

Fractured Elements (Unity)

Budget: 04s

Time Elapsed: 01:50

Time Left: 00:00

Start Frame: 2760

Frames Budget: 100

The finale for the
summer school was
a game jam.

slide 17 |

Theme

Budget: 7.2s

Time Elapsed: 01:54

Time Left: 00:-4

Start Frame: 2859

Frames Budget: 180

We wanted to incorporate
the theme
into the lore,
which gets reflected into the game
as game mechanic.

slide 18 |

Lead Developer

Budget: 13.6s

Time Elapsed: 02:01

Time Left: 00:-11

Start Frame: 3040

Frames Budget: 340

My partner had been programming for less than me.

But he plays

dungeons and dragons

and acts as the dungeon master.

So he was way better at

lore building,

game mechanics,

and other aspects.

slide 19 |

Result

Budget: 2.4s

Time Elapsed: 02:15

Time Left: 00:-25

Start Frame: 3380

Frames Budget: 59

We placed

second

out of

four.

slide 20 |

Cosmos Conquerors (Godot)

Budget: 7.2s

Time Elapsed: 02:17

Time Left: 00:-27

Start Frame: 3439

Frames Budget: 180

This was also the first game

I made with Godot

which was not just

a proof of concept.

slide 21 |

Theme

Budget: 6.4s

Time Elapsed: 02:24

Time Left: 00:-34

Start Frame: 3619

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: 02:31

Time Left: 00:–41

Start Frame: 3780

Frames Budget: 69

I enjoy the process of making games

slide 23 |

Result

Budget: 6.4s

Time Elapsed: 02:34

Time Left: 00:-44

Start Frame: 3849

Frames Budget: 160

I placed

four thousand six hundred and twelfth

out of

six thousand seven hundred and third.

slide 24 |

Krita Palette Creator (Rust)

Budget: 14.4s

Time Elapsed: 02:40

Time Left: 00:-50

Start Frame: 4010

Frames Budget: 360

I tend to only

write code and build

when I have a problem.

So when I wanted

to extract color palette

from an image,

and existing tools were annoying,

I decided to make the tool myself.

slide 25 |

Rosetta Code

Budget: 7.6s

Time Elapsed: 02:54

Time Left: 00:-64

Start Frame: 4370

Frames Budget: 190

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: 03:02

Time Left: 00:-72

Start Frame: 4560

Frames Budget: 90

I know I stand
on the shoulder of
giants.

slide 27 |

Heavily Inspired by

Budget: 6.4s

Time Elapsed: 03:06

Time Left: 00:-76

Start Frame: 4650

Frames Budget: 160

This video would
not have
been
possible
without the generations of
people who came
before me.

slide 28 |

Important Links

Budget: 10.4s

Time Elapsed: 03:12

Time Left: 00:-82

Start Frame: 4810

Frames Budget: 260

There's so many people

who influenced me

but I don't remember.

But I do hope

one day someone will look

at my work and be influenced.

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

----- Total time: 03:22 -----