**Alice in Wonderland**

**My work list:**

All scripts

Level design

Mushroom Texture Top

Mushroom Texture Bottom

Cage Texture

Bird Model

Helped generate the mechanic idea

Link to Unity files for Alice in Wonderland game containing my work: https://drive.google.com/open?id=1xOhpZXe\_FU3yktfckLV4e4qGR9AkJqh1

**Personal Projects**

I have been working on various things in my free time. Everything on my itch labelled as 2 hour projects was done during this semester. I challenged myself to build a game in two hours every Saturday and these are the results.

I also created the beginning of a mobile game where the aim is to catch swords before they hit your head.

<https://justdryan.itch.io/>

This is a test game I made for practice with multiplayer games. It’s an FPS, you just click connect on and join a server. It’s unfinished, but I thought I’d include it because I thought it was pretty cool.

https://drive.google.com/open?id=1pZBctHfFsn3RLpZMI4Z9w0ek\_lzGIHWY