Self Portrait - Side

About the Piece

A 2d sketch I did of myself pointing at the right side of my face.

Drawn around 2018 - 2019

Method

Traditional sketch with pencil

Dragon Game

About the game

Dragon game has you playing as a snail trying to defeat a dragon.

You can travel forward and backwards in time, attack with you sword and find the hidden bomb powerup.

The dragon boss fight has unique attacks and responds depending on what the player does.

Languages / Software

HTML, CSS, Javascript, JS Canvas. Asperite, Photoshop, Paint.net.

Root Attack

About the animation

Made for my first global game jam.

The theme was "roots" and this was a root attack that you could summon that would damage enemies and also build a temporary platform to stand on.

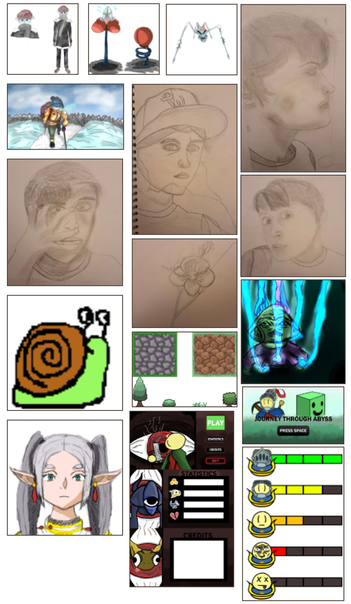
Method

Asperite

Naoise Ryan Portfolio

Art
Animation
Coding
About

Last updated: 11/12/2024



Naoise Ryan Portfolio

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Rock, Paper, Scissors

This game was made mostly from scratch with just a basic project template for my first year class games design.

The game was made in Visual studio using **C++ and SFML**, the sprites were made in **Asperite**.

This was my first ever game and is a rock, paper scissors game with 2 opponents and a secret opponent, each opponent has different ai and every outcome has a unique animation.

Shooting Game

This game was made mostly from scratch with just a basic project template for my first year class object oriented programming.

The game was made in Visual studio using **C++ and SFML**, the sprites were made in **Asperite** and the high quality art was made in **photoshop**.

Journey through Abyss

Journey through Abyss is a group project game I made with 3 other students at the end of my first year.

The game is made with **C++ SFML** and the art was made with **Photoshop** and **Asperite**

It is not a full game but a mash of concepts including a menu, player movement, melee attacks, gun attacks 2 enemies with different ai, a pause screen and platforms.

Dragon Game

Dragon game is a Javascript game that I had to make from scratch for my second year class **UI Programming** follow the theme of "Time Travel".

The game is made using the **Javascript Canvas** and the sprites were made using **Asperite** and **Photoshop**.

You play as a snail who has a sword and the power to travel forwards and backwards in time with the press of a button, You use this power to solve puzzles. find powerups and finally kill the Dragon who can attack you in the past and present and unlock a secret door.

FINAL CLASS SCHEDULE
SEMESTER TWO 2024
MON
TUES
WEDNESDAY
THURSDAY
FRIDAY
9AM
10AM
11AM
12PM
1PM
2PM
3PM
4PM
5PM
6PM
7PM
8PM
9PM
10PM
Lecture
Tutorial
Lecture
Tutorial
Lecture
Tutorial