

O O bet365

So, I got a soft blob-like thing, and I was tossing with it in a prototype for a very long time. It turned out that it's tough to invent something new. Finally, I got an idea of a fat cat that likes to blow balloons. The name of the game is Puffy Cat, and I'll be glad if you play it on Poki!</p></div><div data-bbox="79 352 937 475" data-label="Text"><p>The final version of the game has 150 levels, 26 hats, 18 balloon skins, 225 sprites, 35 sound fx, and plenty of fun! And we agreed with the publisher to make two more games in the Puffy Cat series with new game mechanics and content.</p></div><div data-bbox="79 475 937 575" data-label="Text"><p>What I like the most about Defold is that:</p><p>I use Defold IDE to make levels, i.e. I have quite a few pre-made game objects to construct a level. Every level is a collection with references to these game objects. All these levels linked to the parent collection as Defold's collection factories. It's an easy way to make levels without any external editors like Tiled etc.</p><p>All I need to run a game from sources is to download Defold IDE and build/run a project.</p></div><div data-bbox="79 575 937 625" data-label="Text"><p></p></div><div data-bbox="79 625 937 675" data-label="Text"><p></p></div><div data-bbox="79 675 937 725" data-label="Text"><p></p></div><div data-bbox="79 725 937 775" data-label="Text"><p></p></div><div data-bbox="79 775 937 825" data-label="Text"><p></p></div><div data-bbox="79 825 937 875" data-label="Text"><p></p></div><div data-bbox="79 875 937 925" data-label="Text"><p></p></div><div data-bbox="79 925 937 975" data-label="Text"><p></p></div><div data-bbox="79 975 937 1000" data-label="Text"><p></p></div>