

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="79 352 912 475" 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="79 475 912 514" 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></div><div data-bbox="79 514 912 553" data-label="Text"><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="79 553 963 650" data-label="Text"><p></p></div><div data-bbox="79 650 912 713" data-label="Text"><p></p></div><div data-bbox="79 713 850 753" data-label="Text"><p></p></div><div data-bbox="79 753 912 807" data-label="Text"><p></p></div><div data-bbox="79 807 912 846" data-label="Text"><p></p></div><div data-bbox="79 846 912 885" data-label="Text"><p></p></div><div data-bbox="79 885 912 924" data-label="Text"><p></p></div><div data-bbox="79 924 912 963" data-label="Text"><p></p></div><div data-bbox="79 963 912 992" data-label="Text"><p></p></div></div>