

# pin cassino

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&lt;p&gt;&lt;/p&gt;&lt;p&gt;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 in

vent something new. Finally, I got an idea of a fat cat that likes to blow ballo

ons. The name of the game is Puffy Cat, and I ll be glad if you play it on Poki!

&lt;/p&gt;

&lt;p&gt;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 conte

nt.&lt;/p&gt;

&lt;p&gt;What I like the most about Defold is that:&lt;/p&gt;

&lt;p&gt;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 the

se game objects. All these levels linked to the parent collection as Defold s co

llection factories. It s an easy way to make levels without any external editors

like Tiled etc.&lt;/p&gt;

&lt;p&gt;All I need to run a game from sources is to download Defold IDE and bui

ld/run a project.&lt;/p&gt;

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