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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!

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.

What I like the most about Defold is that:

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.

All I need to run a game from sources is to download Defold IDE and build/run a project.

Call of Duty: Warzone! Free for everyone.

Call of Duty: Warzone | Xbox

xbox : en-US : games : call-of-duty-warzone

Xbox chief Phil Spencer confirmed on a podcast Tuesday that the Xbox Game Pass will not feature any games from Activision Blizzard until next year, noting the regulatory hurdles behind Microsoft acquiring the gaming company hindered progress on bringing games from franchises like Call of Duty and Warcraft to the pass ...

Xbox Game Pass Won't Feature 'Call of Duty, 'Warcraft' And ... - Forbes