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polbanquet : blog&lt;/p>  
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&lt;p>dores&lt;/p>  
&lt;p>&lt;/p>&lt;p>So, I got a soft blob-like thing, and I was tossing  
with it in a prototype for a very long &#127772; time. It turned out that it s  
tough to invent something new. Finally, I got an idea of a fat cat &#127772; th  
at likes to blow balloons. The name of the game is Puffy Cat, and I ll be glad i  
f you play &#127772; it on Poki!&lt;/p>  
&lt;p>The final version of the game has 150 levels, 26 hats, 18 balloon skins  
, 225 sprites, 35 sound &#127772; fx, and plenty of fun! And we agreed with the  
publisher to make two more games in the Puffy Cat &#127772; series with new ga

me mechanics and content.&lt;/p>  
&lt;p>What I like the most about Defold is that:&lt;/p>  
&lt;p>I use Defold IDE to make &#127772; levels, i.e. I have quite a few pre  
-made game objects to construct a level. Every level is a collection with &#1277  
72; references to these game objects. All these levels linked to the parent col  
lection as Defold s collection factories. It s an easy &#127772; way to make le  
vels without any external editors like Tiled etc.&lt;/p>