

minijogos

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 effects, 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.

The Silent Way is characterized by its focus on discovery, creativity, problem-solving, and the use of associated materials. Richards and Rodgers (1986:99) summarizes the method into three major features: Learning is facilitated if the learner discovers or creates.

ADOPTING SILENT WAY IN TEACHING ENGLISH LANGUAGE

media : publications

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The Silent Way It is based on the idea that language learning can be enhanced in three main ways: discovery rather than teaching; problem-solving in the target language; the use of physical tools.

Above all, like Victorian children, the teacher should be seen and not heard.