

blackjack pontuacao

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You can play Vortelli's Pizza on Poki!

The Making Of;

I've always liked the idea of creating experiences for the web. Nowadays, almost every mobile and desktop device has a web browser and visitors can experience your creation without the friction of downloading and installing a separate app. Prior to creating Vortelli's, I dabbled with tools like Three.js, Phaser and Construct, but I never actually completed a project. I kept falling into the cycle of starting a project with excitement and motivation, but as I'd encounter problems, I'd gradually lose interest and eventually quit.

In mid-2024, I promised myself that I was going to break that cycle by finishing and releasing a 3D multiplayer web game. I still wasn't proficient with any particular game engine and I spent many hours reading and watching YouTube videos trying to decide on the perfect engine. I eventually figured out that there was no such thing as a perfect engine and I really just needed to pick one, learn the basics and start building. I ended up choosing PlayCanvas because I was already pretty comfortable with JavaScript, and I found its editor very simple to use.

I spent the majority of my time figuring out how to get the multiplayer netcode working. At first, the prototype game didn't have any sort of goal