## caixa jogos online

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ry simple to use.</p&gt; <p&gt;I spent the majority of my time figuring out how to get ‰, the multiplay er netcode working. At first, the prototype game didn t have any sort of goal or objective, it was just ‰, an open world where you could hang out with other play ers. Maybe it was because I m a solo dev, but ‰, I started to feel that players w ould quickly become bored with this experience. Some kind of minigame needed to be ‰, added to give players a sense of purpose. I went with a pizza cooking minig