
PlataGO! Super Platform Game Maker Full Crack [FULL]



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About This Game

PlataGO! is the super-simple platform game maker that everyone, of all ages, can enjoy!

No need to code, no need for complex scripting - PlataGO! is a 100% Drag-and-Drop tool, that lets you start making platform games immediately. No fuss, no tutorial - just jump straight in and start creating!

Better yet, you can hit play and start playing your levels instantly, making testing your platform game as easy as possible! Everyone, regardless of their experience can create a simple level in just a few minutes.

Making a platform is as simple as clicking and dragging. Made a mistake? Use the eraser tool to fix! Want to place enemies? Just click drag and drop from the menu!

With a wide range of tiles, enemies and level furniture to chose from, you can let your imagination run wild! From bouncers, teleporters and cannons - to falling and moving platforms, laser traps and jetpacks.

PlataGO! also has a number of retro styles for a whole range of popular systems - make your platformer look right at home on NES, SNES, Amiga, Commodore 64 or Game Boy. A whole range of graphical styles are just a mouse click away!

At a glance features

- Create and play your own platformer in minutes

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- Super simple drag and drop interface
 - Loads of built-in tiles, enemies, level features to play with
 - Instantly switch between graphical styles from retro consoles and computers
 - Fully editable. Make your own graphics and sprites, or import from other games
 - Share your creations with other users online
 - Link levels together to make much larger games and adventures

Title: PlataGO! Super Platform Game Maker
Genre: Action, Adventure, Indie, Early Access
Developer:
Super Icon Ltd
Publisher:
PQube Limited
Release Date: 27 Mar, 2018

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Minimum:

OS: Windows Vista SP1+

Processor: SSE2 instruction set support.

Memory: 1 GB RAM

Graphics: Graphics card with DX10 (shader model 4.0)

DirectX: Version 9.0

Storage: 1 GB available space

English,French,German,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese,Ukrainian,Italian





This tool, even though it simplifies and streamlines the process of making a platformer, is extremely barebones and really needs some work for me to recommend it... Bear with me a little here:

I bought this game motivated by the trailers and it didn't live up to my expectations at all, it needs a lot more polish, specially in the mechanics you are allowed to introduce to the game.

My main problem is that in the trailers it showed you can import Mario, Sonic and even Wonderboy assets, even though you can't melee hit enemies with a sword, or even jump on top of their heads to kill them (you must use an ingame potion to be able to do this...), so you're restricted to using a selection of simple projectiles as your basic means of attack.

It has other problems, most notably the sound (simple 8-bit SFX and chiptunes is all you get, and it gets old quick) and HUD, which is disorganized and not very visually pleasing to be honest.

If a tool that advertises itself as a "make your own game based on your favorite retro-games" only offers gameplay elements from Megaman and calls it a day, i just simply can't recommend it, not even as your first attempt at a platformer maker.

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