The Life Of One Dog Keygen

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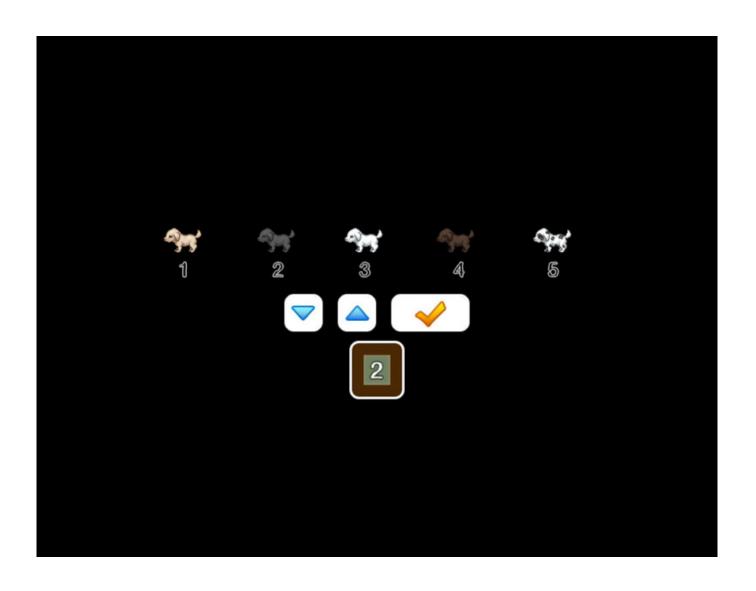
About This Game

A short story covering the whole life! In this small movie game, created on ''RPG Maker'', you will watch life of ordinary dog, from it`s birth until death, with all misery which will fell on it`s head.
This interactive adventure does not contain dialogs and texts. Dogs do not know how to speak, so there are no words in the game. But you will understand everything what will happen on screen.
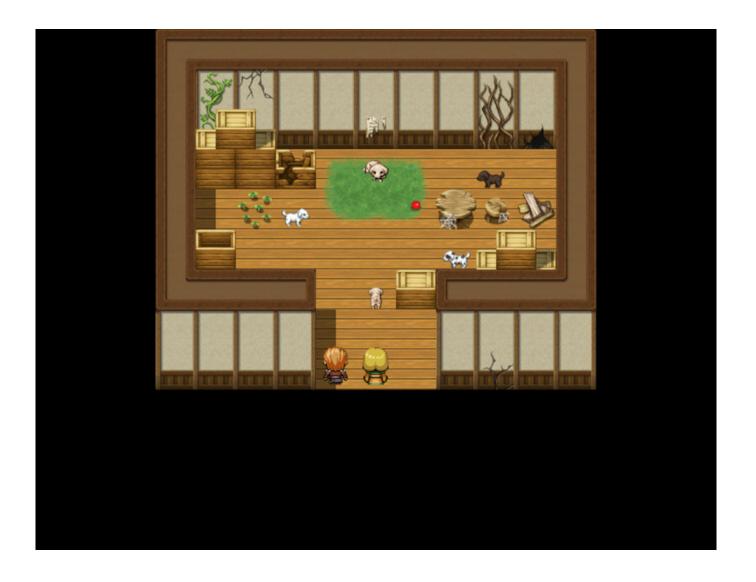
Features:
- A heartwarming story.
- Simple and easy gameplay.
- The game does not contain texts or words.
- There are several mini-games.
- Pleasant sounds and music.
- Standard RPG Maker graphics.
- Fast gameplay with linear progression.

Title: The Life of One Dog
Genre: Casual
Developer:
BrainStorming Team
Publisher:
КиКо
Release Date: 3 Oct, 2018

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English,French,Italian,German,Arabic,Bulgarian,Hungarian,Greek,Danish,Traditional Chinese,Simplified
Chinese,Korean,Dutch,Norwegian,Polish,Portuguese,Romanian,Russian,Thai,Turkish,Ukrainian,Finnish,Cz

this is nice story of a dog, but IT'S NOT A F*********NG GAME !!!!!
in any given game you can interact with enviroment or control a character or do something, in here you just sit and watch.
like, WTF dude, if you wanna create cartoon\animation\etc - go ahead but dont call it a game.
NIce music tho.
Good luck with next project

Update v1.0.1:
Bug fixes:

-Boss fight music continuing to player after player has died

-Player could get stuck going through a hidden door in World 1 castle

Other changes:

-Player damage hitbox made larger

-Hammer hitbox made larger

-Game Over screen graphics updated

-Castle and underwater backgrounds updated

-Various enemies have updated sprites

-Added brief intro for castle level
. **Update v1.1.1**:
Just a small update mainly to fix a bug some people were having when trying to play with a controller.
The next update will have some new content.

Updates:

-Minor graphical changes to menu fonts

-Improved detection when jumping on enemies in mine cart

Bug fixes:

-Controllers sometimes not working

-Collected items could overlap the pause screen

-Player could equip more than 2 wands or hammers from the map screen inventory

. **Update v1.1.0**:
This update adds the first of the transformation levels to the game.

Updates:

-Bell ticking sound effect now increases in pitch as it counts down

-Player now loses equipped items after getting a game over

-Castle intro doesn't play again unless player exits the level

-Invisible gems blocks now play a sound effect when triggered

-Added mystery medal gate to world 1 map

-Added bird transformation level

Bug fixes:

-Crab sometimes not going into shell after shot with magic wand

-Player would sometimes jump after going through a door

-Sign post text could overlap the pause screen
. **Update 1.3.0**:
Updates:

Vines that can be climbed on

5 new enemies

Added the first 2 levels of Zone 3

Zone maps linked together by a new main map

Map camera can now scroll

Player's map sprite can now face four directions

Changed Witch design and made cutscene shorter

Changed sound effect for defeating enemies

Disabled wall jumping/sliding when close to water

Findy Ghost will hover over doors and warp points if they lead to Mystery Medals

Changed spike graphics

Improved controls on bird level

Camera improvements in Mazy Marsh 2

Made cloud platforms easier to see

Improved collision detection for jumping on enemies

Bug fixes:

Bell timer not playing sound effects at correct pitch

Player could take damage from enemies during screen transition after exiting level from menu

Player could get stuck if they opened a door while they were wall sliding
. **Screenshot from an upcoming level**:

After I finish making this level I'll make a start on Zone 4.
Once I've made 2 or 3 levels for it I'll go back and start finishing the other zones.
Adding the rest of the levels to them as well as the boss fights and mini games.. **Update 1.3.1**:
Updates:

New graphics for level 1 of Zone 3

Replaced flower objects in level 1 of Zone 3 with horizontal vines to climb on

Redesigned level 1 of Zone 3 to make use of new vines

. **Screenshots from Zone 3**:

. **Working on updating the graphics for Zone 3**:

. **Update 1.2.0**:

Updates:

-Hammer hitbox and animation improved

-Hammer no longer damages the bird boss

-Spiked ball and chain graphics changed

-Magic wand turns enemies into gems

-Increased speed of Magic wand fireball

-New level added to Mazy Marsh

-Minor graphical changes to some enemies and effect animations

-Added sign posts to map screen to show which zone you are in

Bug fixes:

-Couldn't hit ceiling crabs if hammer hitbox overlapped the background

-Enemy sprites sometimes remained on screen after they had been defeated

-Enemy sprites would sometimes flicker after being defeated
. Magical Monster Land **Updating the graphics on the beehive level and Steam Achievements**:

The next update will include new music for this level as well.

I've decided to start adding some Steam Achievements to the game since I've had quite a few requests for them.

Ideas for achievements:

Beat a certain level in a time limit

Don't collect any gems in a certain level

Don't kill any enemies in a certain level

Defeat a boss without taking any damage

Collect all Mystery Medals in a Zone

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