

DJINNI - D'JINNI

AREAS, CHARACTERS, CONSTANTS, CONVERSATIONS,
CUTSCENES, FUNCTIONS, GRAPHIC CONTENTS, QUESTS,
RESOURCES, RUNNING AND TESTING THE GAME, SCRIPTS,
TOOLS, VARIOUS, AREA EXPORTING, CREATION OF
PASSAGES BETWEEN LOCATIONS, CUSTOM LOADSCREENS



Resumo de Djinni - D'Jinni: Areas, Characters, Constants, Conversations, Cutsscenes, Functions, Graphic Contents, Quests, Resources, Running and Te

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