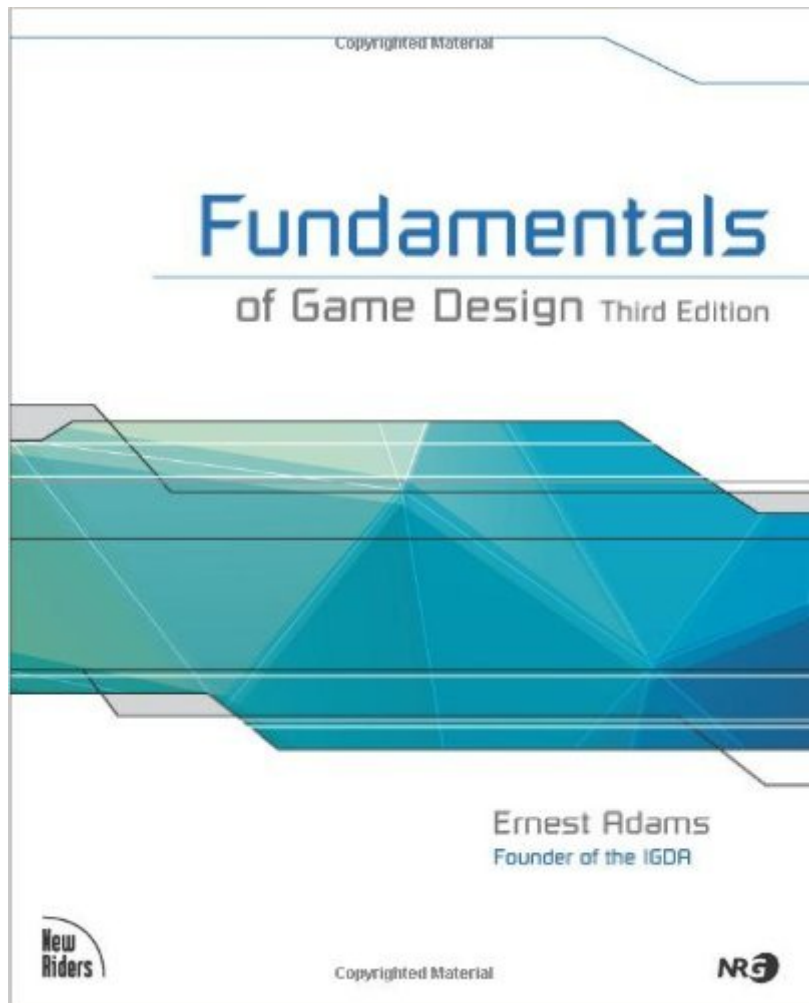


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# Fundamentals Of Game Design (3rd Edition)



## Synopsis

Now in its third edition, the classic book on game design has been completely revised to include the latest developments in the game industry. Readers will learn all the fundamentals of concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. They'll be introduced to designing for mobile devices and touch screens, as well as for the Kinect and motion-capture gameplay. They'll learn how indie developers are pushing the envelope and how new business models such as free-to-play are influencing design. In an easy-to-follow approach, Adams offers a first-hand look into the process of designing a game, from initial concept to final tuning. This in-depth resource also comes with engaging end-of-chapter exercises, design worksheets, and case studies.

## Book Information

Paperback: 576 pages

Publisher: New Riders; 3 edition (December 27, 2013)

Language: English

ISBN-10: 0321929675

ISBN-13: 978-0321929679

Product Dimensions: 7.3 x 1.3 x 8.9 inches

Shipping Weight: 2.1 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (24 customer reviews)

Best Sellers Rank: #56,231 in Books (See Top 100 in Books) #7 in [Books > Computers & Technology > Games & Strategy Guides > Game Design](#) #27 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #31 in [Books > Computers & Technology > Graphics & Design > User Experience & Usability](#)

## Customer Reviews

This book is full of theory, which is good, but while it promises:- a complete and practical approach to game design- to teach you how to write a treatment, and a full design script- that it includes design worksheets... it doesn't deliver!The lack of design documents is its very weak point! They're supposed to be available for download from the publisher's website but they are not! In other words, if you register to the publisher's website you'll end up receiving promotional e-mails but no design documents.It is extremely difficult to apply the theory learned in the book to practice without having sample design documents to work with. Although, sample design documents can be found for free online, it is very difficult -and sometimes impossible- to match the layout of these samples to the

theory learned in the book. So, there's no practical approach in the book, just theory...After contacting the publisher regarding the lack of availability of the design documents, the response came late and was unacceptable: "We decided not to provide design documents but include end-of-chapter design practice questions". Nevertheless, the book's description promises both "engaging end-of-chapter exercises", and "design worksheets" but the latter are just not delivered. What's more, the end-of-chapter design practice questions, which are supposed to lead someone to create the design documents (per communication with the publisher), are mostly theoretical and directed towards a college student, e.g. "Does my game require a physical dimension? What is it used for? Is it essential part of gameplay or merely cosmetic?", and "How much detail can I afford in my game? Will it be rich and varied or sparse and uncluttered?"

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