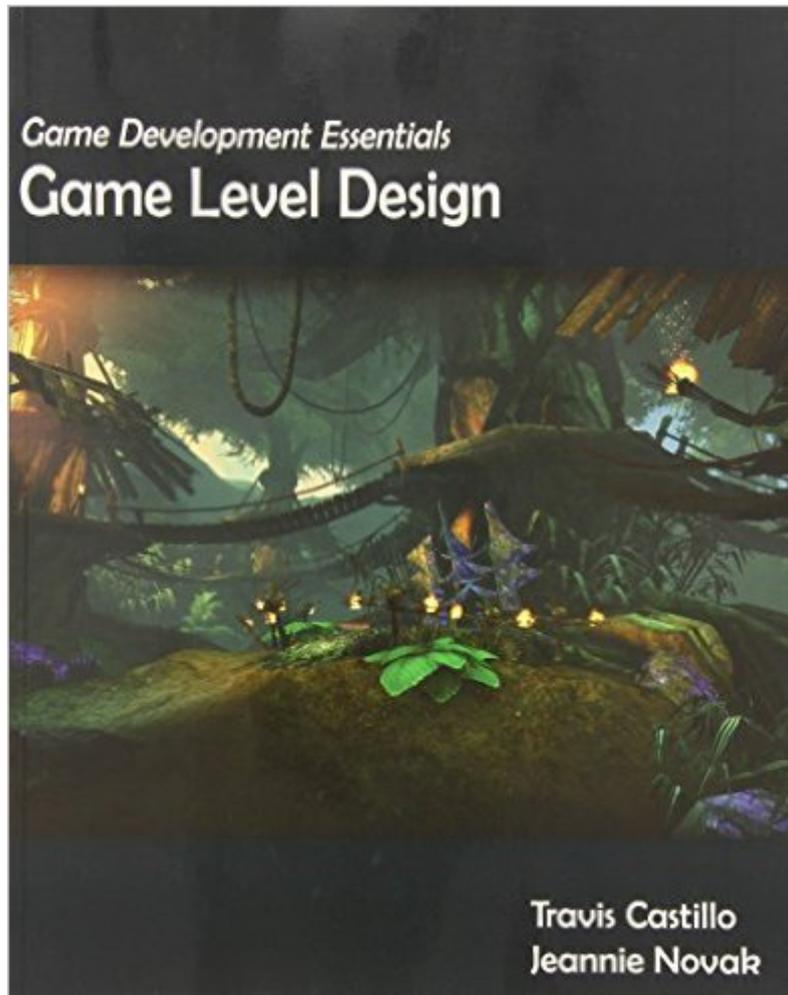The book was found

Game Development Essentials: Game Level Design

Synopsis

Learn how to design game levels for the next generation of game engines with Game Development Essentials: Game Level Design. This book takes the reader on a creative journey that starts at a conceptual beginning and arrives at a polished end. Through this journey, you will learn the process of designing compelling worlds that immerse the player in interactive environments created from your imagination. Visceral worlds that tell a story through their aesthetics are combined with a refined design that allows the player to flow through a level. Learn to draw inspiration from the world around you and translate your ideas into playable game worlds!

Book Information

Series: Game Development Essentials

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Average Customer Review: 4.2 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

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Customer Reviews

Descent Book but essentially its kind of padded like the rest in the series and talks about things that are off subject and not relevant in my opinion. Still a good buy and offers some descent knowledge for the low price I paid.

So, here's the deal with the Game development essentials' books... The author and her co-writers sometimes cover some of the very same topics in different books... (I've read more than one of them) Not only that, these series often try to cover everything about game production, from the very first game consoles to the concept phase of game production (today), to most things done during the pre-production stage, to production, etc...Simply put, they talk about everything and they have

good things to say about everything, but NOTHING GREAT about anything...Overall, these books talk about game production in a very glamorous way, simplify everything and make it all seem simple, when in reality they're not. I'm a recent Game Production alumni myself, (which is why I'd purchased some of these books) so I know a thing or two about games ;)So, if you want very general/basic information on the topic, this book would be good for you. If you actually (and seriously) really want to learn about Game Level Design and more, look elsewhere.

Had to use this for a Game Design class. I had one of those classes where the teacher was thrown into teaching it, and just relied on the book to be the teacher instead. Well, it did a great job. If you're not required to buy it for a class, I still recommend it. I earned my cert and went away from Game Design, but if I need to go back to review level design or something, I'll reference this.

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