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# Game Design: Principles, Practice, And Techniques - The Ultimate Guide For The Aspiring Game Designer



## Synopsis

Practical, complete coverage of game design basics from design process to production. This full-color, structured coursebook offers complete coverage of game design basics, focusing on design rather than computer programming. Packed with exercises, assignments, and step-by-step instructions, it starts with an overview of design theory, then progresses to design processes, and concludes with coverage of design production. Jim Thompson, Barnaby Berbank-Green, and Nic Cusworth (London, UK) are computer game designers and lecturers in animation and computer game design.

## Book Information

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## Customer Reviews

Recently I started to entertain the idea for a game prototype I had in mind, since I was a bit green on the process I wanted to find a book that will cover the basics and make it all crystal clear for me. Unfortunately most books on the topic were severely out of date, unnecessarily complex or even too expensive to warrant a purchase. That's when I found *Game Design: Principles, Practice, and Techniques* and being recently published, it was an added bonus. This book not only takes the reader through the entire process of the production cycle, but it keeps everything light and entertaining with just the right balance of type and a wealth of colored illustrated pages, just the way I like it. And with illustrations on practically every page, it wasn't hard for a visual guy like me to read the book from cover to cover. (Why are there no programming books like this is beyond me) Jim Thompson, Barnaby Berbank-Green, and Nic Cusworth keeps the book extremely consistent

between the three of them, so well in fact that you won't realize when another author took over. The book is broken up into 3 chapters; the first begins with a brief history in video games and takes you through the genres, styles and popular game mechanics used today, which are broken up with practical case studies. The second chapter then moves onto elaborating on what you previously learnt and applying it to the real world. Everything from creating a game design document to gathering inspiration for concept art, level design and actually taking you through the process of creating a low poly soldier from concept to completion.

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