

Game Developers Guild

Steve Rabin

End-to-End Game Development Nick Iuppa, Terry Borst, 2012-10-12 You're part of a new venture, an independent gaming company, and you are about to undertake your first development project. The client wants a serious game, one with instructional goals and assessment metrics. Or you may be in a position to green light such a project yourself, believing that it can advance your organization's mission and goals. This book provides a proven process to take an independent game project from start to finish. In order to build a successful game, you need to wear many hats. There are graphic artists, software engineers, designers, producers, marketers - all take part in the process at various (coordinated) stages, and the end result is hopefully a successful game. Veteran game producers and writers (Iuppa and Borst) cover all of these areas for you, with step by step instructions and checklists to get the work done. The final section of the book offers a series of case studies from REAL indy games that have been developed and launched successfully, and show exactly how the principles outlined in the book can be applied to real world products. The book's associated author web site offers ancillary materials & references as well as serious game demos and presentations.

Game AI Pro 360: Guide to Character Behavior Steve Rabin, 2019-09-10 Steve Rabin's Game AI Pro 360: Guide to Character Behavior gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology that covers character behavior in game AI. This volume is complete with articles by leading game AI programmers that focus on individual AI behavior such as character interactions, modelling knowledge, efficient simulation, difficulty balancing, and making decisions with case studies from both commercial and indie games. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

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Game Development Essentials: Online Game Development Rick Hall, Jeannie Novak, 2008-04-15

With an innovative, business-model approach, *Game Development Essentials: Online Game Development* provides the essentials needed to achieve long-term success with Massively Multiplayer Online Games (MMOGs). This book takes a significant and valuable departure from traditional game development books by addressing MMOG development as a complex, multi-faceted, service-oriented business, instead of focusing solely on technical, artistic, or design techniques. The resulting multi-dimensional focus allows readers to design their game and organize their development process with the entire business in mind. Coverage includes the key differences between single player games and MMOGs, as well as how the various components of the development process, such as the business model, marketing plan, gaming community and technical constraints, influence one another and determine the success of the MMOG. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Game AI Pro 360: Guide to Tactics and Strategy Steve Rabin, 2019-09-06 Steve Rabin's *Game AI Pro 360: Guide to Tactics and Strategy* gathers all the cutting-edge information from his previous three *Game AI Pro* volumes into a convenient single source anthology that covers game AI strategy and tactics. This volume is complete with articles by leading game AI programmers that focus largely on combat decisions made in a wide variety of genres such as RTS, RPG, MOBA, strategy and tower defense games. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

HTML5 Game Development Insights Colt McAnlis, Peter Lubbers, Brandon Jones, Andrzej Mazur, Sean Bennett, Bruno Garcia, Shun Lin, Ivan Popelyshev, Jon Howard, Ian Ballantyne, Takuo Kihira, Jesse Freeman, Tyler Smith, Don Olmstead, Jason Gauci, John McCutchan, Chad Austin, Mario Andres Pagella, Florian dErfurth, Duncan Tebbs, 2014-04-14 *HTML5 Game Development Insights* is a from-the-trenches collection of tips, tricks, hacks, and advice straight from professional HTML5 game developers. The 24 chapters here include unique, cutting edge, and essential techniques for creating and optimizing modern HTML5 games. You will learn things such as using the Gamepad API, real-time networking, getting 60fps full screen HTML5 games on mobile, using languages such as Dart and TypeScript, and tips for streamlining and automating your workflow. Game development is a complex topic, but you don't need to reinvent the wheel. *HTML5 Game Development Insights* will teach you how the pros do it. The book is comprised of six main sections: Performance; Game Media: Sound and Rendering; Networking, Load Times, and Assets; Mobile Techniques and Advice; Cross-Language

JavaScript; Tools and Useful Libraries. Within each of these sections, you will find tips that will help you work faster and more efficiently and achieve better results. Presented as a series of short chapters from various professionals in the HTML5 gaming industry, all of the source code for each article is included and can be used by advanced programmers immediately.

AI for Game Developers David M. Bourg, Glenn Seemann, 2004 From the author of *Physics for Game Developers*, comes a new, non-threatening introduction to the complex subject of game programming.

Professional Techniques for Video Game Writing Wendy Despain, 2020-04-21 This second edition of *Professional Techniques for Video Game Writing* is updated with new chapters and new authors, but it's still a no-nonsense guide to the professional craft of writing for video games. Not only does the text cover story and narrative elements, but it also addresses dialogue, documentation, and strategy guides. Seasoned video game writers each address a different topic, including the best way to break into the video game industry, how to be an efficient part of a team, and the principles of narrative design. The book also offers script samples, technical writing advice, effective writing tips, and suggestions for how to innovate in game narrative. Key Features Comprehensive enough for veterans and accessible enough for novices Goes into detail about how to write tutorials, script doctoring, and writing for AAA games Delivers invaluable experiences directly from writers in the games industry Full of practical advice from industry pros on how to get a job, and then how to get the job done Author Bio Wendy Despain has more than two decades of experience spearheading digital media projects. She has worked with teams around the world as a writer, narrative designer, producer, and consultant on interactive experiences ranging from video games to augmented reality. She's worked with EA, Disney, Ubisoft, Cartoon Network, PBS, Marvel, and Wargaming. Currently, she's a Production Director at ArenaNet, makers of the *Guild Wars* franchise. Her books include: *Writing For Videogame Genres: From FPS to RPG* *Talking to Artists/Talking to Programmers* *100 Principles of Game Design*

Game AI Pro 2 Steven Rabin, 2015-04-17 *Game AI Pro2: Collected Wisdom of Game AI Professionals* presents cutting-edge tips, tricks, and techniques for artificial intelligence (AI) in games, drawn from developers of shipped commercial games as well as some of the best-known academics in the field. It contains knowledge, advice, hard-earned wisdom, and insights gathered from across the community of developers and researchers who have devoted themselves to game AI. In this book, 47 expert developers and researchers have come together to bring you their newest advances in game AI, along with twists on proven techniques that have shipped in some of the most successful

commercial games of the last few years. The book provides a toolbox of proven techniques that can be applied to many common and not-so-common situations. It is written to be accessible to a broad range of readers. Beginners will find good general coverage of game AI techniques and a number of comprehensive overviews, while intermediate to expert professional game developers will find focused, deeply technical chapters on specific topics of interest to them. Covers a wide range of AI in games, with topics applicable to almost any game Touches on most, if not all, of the topics necessary to get started in game AI Provides real-life case studies of game AI in published commercial games Gives in-depth, technical solutions from some of the industry's best-known games Includes downloadable demos and/or source code, available at <http://www.gameapro.com>

Game AI Pro 360: Guide to Movement and Pathfinding Steve Rabin, 2019-09-10 Steve Rabin's *Game AI Pro 360: Guide to Movement and Pathfinding* gathers all the cutting-edge information from his previous three *Game AI Pro* volumes into a convenient single source anthology covering movement and pathfinding in game AI. This volume is complete with articles by leading game AI programmers that explore better ways to smooth paths, avoid obstacles, and navigate 3D space with cutting-edge techniques. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

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SECTION EDITORS Neil Kirby General Wisdom Alex Chamandard Architecture Nathan Sturtevant Movement and Pathfinding Damian Isla Character Behavior Kevin Dill Tactics and Strategy; Odds and Ends

Pixel Art for Game Developers Daniel Silber, 2015-09-17 Is the art for your video game taking too long to create? Learning to create Pixel Art may be the answer to your development troubles. Uncover the secrets to creating stunning graphics with *Pixel Art for Game Developers*. The premier how-to book on Pixel Art and Pixel Art software, it focuses on the universal principles of the craft. The book provides an introduction to Pixel Art, its utility, foundational elements, and concepts such as light and shadow. It offers tutorials on creating animations and serves as a functional guide for the most common methodology in 2D game development. Gamers love the retro feel of Pixel Art, and lucky for you it is easy to create. You'll love the tiny file sizes that will reduce compile times and help your game run faster. Providing you with the skills to create the characters and environments needed for 2D games, this book will help you: Create tilesets to build game environments Understand light and shadow Work efficiently with pixels Use atmospheric and linear perspective Create professional-quality Pixel Art This book has chapters dedicated to theory as well as step-by-step tutorials, both of which describe the process explicitly. Whether you are an artist, programmer, indie developer, or certified public accountant, after reading this book, you'll understand the steps necessary to create production-quality Pixel Art graphics. Praise for the Book: Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this before ... a very timely book. —Chris Totten, George Mason University, Washington, DC, USA

Women in Gaming: 100 Professionals of Play Meagan Marie, 2018-12-04 *Women in Gaming: 100 Professionals of Play* is a celebration of female accomplishments in the video game industry, ranging from high-level executives to programmers to cosplayers. This insightful and celebratory book highlights women who helped to establish the industry, women who disrupted it, women who fight to diversify it, and young women who will someday lead it. Featuring household names and unsung heroes, each individual profiled is a pioneer in their own right. Key features in this book include: *100 Professionals of Play: Interviews and Special Features with 100 diverse and prominent women highlighting their impact on the gaming industry in the fields of design, programming, animation, marketing, voiceover, and many more. *Pro Tips: Practical and anecdotal advice from industry professionals for young adults working toward a career in the video game industry. *Essays: Short

essays covering various topics affecting women in gaming related careers, including *Difficult Women: The Importance of Female Characters Who Go Beyond Being Strong*, *NPC: On Being Unseen in the Game Dev Community*, and *Motherhood and Gaming: How Motherhood Can Help Rather Than Hinder a Career*. **A Day in the Life of Features*: An inside look at a typical day in the gaming industry across several vocations, including a streamer, a voice actor, and many more.

Postmortems from Game Developer Austin Grossman, 2013-04-02 The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.

Game AI Pro 360: Guide to Tactics and Strategy Steve Rabin, 2019-09-06 Steve Rabin's Game AI Pro 360: Guide to Tactics and Strategy gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology that covers game AI strategy and tactics. This volume is complete with articles by leading game AI programmers that focus largely on combat decisions made in a wide variety of genres such as RTS, RPG, MOBA, strategy and tower defense games. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

The Guild Leader's Handbook Scott F. Andrews, 2010 Millions of people play massively multiplayer online (MMO) games like World of Warcraft every day. Many of those players belong to guilds, organized groups whose members play together in order to defeat difficult bosses, compete with rivals, or undertake special challenges. Leading a guild is not a trivial matter, but many players dive into this challenging role completely unprepared. Scott F. Andrews has been helping guild leaders and officers since 2007 through his weekly column for WoW.com, Officers' Quarters. In *The Guild Leader's Handbook*, Andrews offers a complete guide to conceptualizing, establishing, and maintaining a successful guild. The book will help readers decide what sort of structure and focus their guild should have and covers fundamentals like recruiting, managing officers, creating and enforcing reasonable policies, and handling the interpersonal drama that threatens guild harmony. Andrews gives sage

advice on how leaders can prepare their guilds for successful PvE (Player vs. Environment) dungeon crawls and raids and explains guidelines for fairly distributing the spoils of battle. He also covers how to assemble a competitive force in PvP (Player vs. Player) and how to lead a community of roleplaying specialists. The Guild Leader's Handbook is a comprehensive guide to guild creation and success, written by a recognized expert on the subject.

Game Development and Production Erik Bethke, 2003 A handbook for game development with coverage of both team management topics, such as task tracking and creating the technical design document, and outsourcing strategies for contents, such as motion capture and voice-over talent. It covers various aspects of game development.

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