

Basics Of Computer Game Design Ebook

Heather Maxwell Chandler

Introduction to Game Development James R. Parker, PhD, 2015-05-15 This book will guide you through the basic game development process, covering game development topics including graphics, sound, artificial intelligence, animation, game engines, Web-based games, etc. Real games will be created, and significant parts of a game engine will be built and made available for download. The companion DVD will contain example code, games, and color figures. Processing is a free, graphics-oriented language that provides the basic functionality needed for building games and runs on all major platforms. Moreover, it allows games to be built for desktop computers, HTML 5, and Android. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. Features: Teaches basic game development including graphics, sound, artificial intelligence, animation, game engines, Web-based games, and more Create a small collection of complete computer games developed throughout the book Uses Processing, a free, downloadable platform with a frame by frame display scheme that is perfect for computer games

Fundamentals of Game Development Heather Chandler, Rafael Chandler, 2011-08-24 What is a game? -- The game industry -- Roles on the team -- Teams -- Effective communication -- Game production overview -- Game concept -- Characters, setting, and story -- Game requirements -- Game plan -- Production cycle -- Voiceover and music -- Localization -- Testing and code releasing -- Marketing and public relations.

Basics of Game Design Michael Moore, 2016-04-19 Basics of Game Design is for anyone wanting to become a professional game designer. Focusing on creating the game mechanics for data-driven games, it covers role-playing, real-time strategy, first-person shooter, simulation, and other games. Written by a 25-year veteran of the game industry, the guide offers detailed explanations of how to design t

Fundamentals of Game Design Ernest Adams, 2013-12-19 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.

Introduction to Game Design, Prototyping, and Development Jeremy Gibson Bond, 2014-07-04 Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity™ and C# Award-winning game designer and professor Jeremy Gibson has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills. Introduction to Game Design, Prototyping, and Development is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms. If you want to develop games, you need strong experience with modern best practices and professional tools. There's no substitute. There's no shortcut. But you can get what you need in this book. **COVERAGE INCLUDES** In-depth tutorials for eight different game prototypes Developing new game design concepts Moving quickly from design concepts to working digital prototypes Improving your designs through rapid iteration Playtesting your games and interpreting the feedback that you receive Tuning games to get the right "game balance" and "game feel" Developing with Unity, today's best engine for independent game development Learning C# the right way Using Agile and Scrum to efficiently organize your game design and development process Debugging your game code Getting into the highly competitive, fast-changing game industry

The Game Production Handbook Heather Maxwell Chandler, 2013-03-01 The Game Production Handbook, Third Edition gives producers, leads, and studio managers all the information they need in order to successfully develop a game from concept to release-ready gold master. Fully revised and updated to reflect the rapidly evolving game development landscape, the third edition of this definitive and best-selling text covers pre-production, production, testing, and code release, as well as more specific topics including voiceovers, mo-cap shoots, marketing, localizations, managing external contractors, writing documentation, and project management practices. All-new material in the third edition includes new sections on mobile gaming and product management, an overview of useful production tools, and new interviews with industry professionals who offer an insider's view of successful game development as well as highly relevant real-world examples that contextualize the resources provided by the text. A detailed case study of a fictitious game project illustrates the production cycle, documentation, and other key production concepts. Accessible enough for beginners and comprehensive enough for experienced developers, The Game Production Handbook, Third Edition is an invaluable standalone text for students and professionals alike. Prepare students to successfully enter the exciting world of game development with The Game Production Handbook, Third Edition. New to the Third Edition: -Offers new interviews with industry experts who discuss insider knowledge and real world examples of what works and what doesn't work in game development. -Contains new sections on product management, audio as it relates to the production process, financing options, and the latest relevant production tools.

Fundamentals of Game Design Ernest Adams, 2010-04-07 To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry's leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You'll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game's look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. "Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework I've seen for thinking about the relationships between core mechanics, gameplay, and player—one that I've found useful for both teaching and research." — Michael Mateas, University of California at Santa Cruz, co-creator of Façade

Game Design Jim Thompson, Barnaby Berbank-Green, Nic Cusworth, 2007-03-09 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.

The Computer Game Design Course Jared Taylor, Jim Thompson, Andy Segal, Barnaby Berbank-Green, Nic Cusworth, 2007 This structured course book is the perfect introduction to the exhilarating world of game design. Richly illustrated with screengrabs and artwork, the book includes step-by-step tutorials that present all aspects of designing and developing dynamic computer games. Including practical exercises and assignments.

Fundamentals of Game Design Ernest Adams, 2014 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.

Fundamentals of Puzzle and Casual Game Design Ernest W. Adams, 2014 You understand the basic concepts of game design: gameplay, user interfaces, core mechanics, character design, and storytelling. Now you want to know how to apply them to the puzzle and casual game genres. This focused guide gives you exactly what you need. It walks you through the process of designing for the puzzle and casual game genres and shows you how to use the right techniques to create fun and challenging experiences for your players.

GameMaker Studio 2 Introduction to Game Design and Programming Ben Tyers, 2020-04-16 Free Resources Available For Download. Please Email Ben@LearnGameMakerStudio.com After Purchase Learn the basics of making games in GameMaker Studio 2 With This New & Updated eBook 2020 Edition Just starting out with GameMaker Studio 2? This ebook will teach you all the basics you need to know to start making your own cool games. This 500+ book gives step-by-step instructions so you understand the fundamentals. Do You Make Silly Coding Mistakes? This book shows and explains commonly used GML. Learning how to use GML functions correctly is at the core of making great games with GameMaker Studio 2. Full Colour eBook Complete the book Introduction To Game Design & Programming In GameMaker Studio 2 in as little as 7 days. You'll be amazed at how much you can learn in just one week. 30+ projects to test your skills of GML as you work through the basic functions. (Includes example project files for each task) Grab as an ebook and read on a range of devices - also available in paperback. After Completing Introduction To Game Design & Programming In GameMaker Studio 2 Book You Will Know How To: Find Your Way Around The IDE Import Sprites & Audio Set Up Objects Add GML Code To Object Events Make Objects React To Player Input Set Up Enemies & Basic AI Program Basic GML Functions How To Plan Your Game How Beta Testing Works How To Finance & Budget Your Game Project How To Edit Asset This mammoth 500+ page book covers all the bases you need to start making your own games with GameMaker Studio 2. You don't need any prior experience of design or coding to learn how to make a computer games. This book guides you through all the steps. After finishing this book you will have the skills to start making your own games. Over the last ten years or so I have written many books on game programming, and have completed over two-hundred game projects. During that time I have learnt GML coding to a reasonable level, and have picked up many skills, tips and tricks and methodology for making games in GameMaker & Game Maker Studio 2. The purpose of this book is to provide you with some of the knowledge that I have acquired. I make no claim that I'm the best coder or designer, but I do have a proficient understanding that I would like to instill on other budding game makers. Unlike previous books of mine that focused mainly on the actual GML code, this book covers the full design progress, with some code thrown in. The main areas covered in the book are: Basics: In depth guide to commonly used GML. Starting With An Idea: This section covers what you need to do with your initial ideas and how to take them forward. Initial Planning & Preparation: Take your ideas forward, design the basic game layout, what objects will be present, and how they will interact. Software & Financing: Software and resources cost money, this chapter covers some of the options available when funding your game. Game Assets: Where to get assets, depending on your game budget. Refining Resources: Setting up and editing resources so they are ready for your game. Beta Testing & Debugging: Testing the game, fixing bugs, and implementing feedback. Programming: Covers some of the coding required to implement aspects from your game design. This also covers a way to make the game in small chunks, so you can test it as you go. Game Refinement: Polishing off the game and making it ready for publication. Final Testing: Final checks before publishing. Publishing & Game Promotion: How to promote your game and get it played. Free Resources Available For Download. Please Email Ben@LearnGameMakerStudio.com After Purchase

Educational Game Design Fundamentals George Kalmpourtzis, 2018-07-11 Can we learn through play? Can we really play while learning? Of course! But how?! We all learn and educate others in our own unique ways. Successful educational games adapt to the particular learning needs of their players and facilitate the learning objectives of their designers. Educational Game Design Fundamentals embarks on a journey to explore the necessary aspects to create games that are both fun and help players learn. This book examines the art of educational game design through various perspectives and presents real examples that will help readers make more informed decisions when creating their own games. In this way, readers can have a better idea of how to prepare for and organize the design of their educational games, as well as evaluate their ideas through several prisms, such as feasibility or learning and intrinsic values. Everybody can become education game designers, no matter what their technical, artistic or pedagogic backgrounds. This book refers to educators and designers of all sorts: from kindergarten to lifelong learning, from corporate training to museum curators and from tabletop or video game designers to theme park creators!

The Art of Game Design Jesse Schell, 2019-07-31 The Art of Game Design guides you through the design process step-by-step, helping you to develop new and innovative games that will be played again and again. It explains the fundamental principles of game design and demonstrates how tactics used in classic board, card and athletic games also work in top-quality video games. Good game design happens when you view your game from as many perspectives as possible, and award-winning author Jesse Schell presents over 100 sets of questions to ask yourself as you build, play and change your game until you finalise your design. This latest third edition includes examples from new VR and AR platforms as well as from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more. Whatever your role in video game development an understanding of the principles of game design will make you better at what you do. For over 10 years this book has provided inspiration and guidance to budding and experienced game designers - helping to make better games faster.

Game Development Essentials Jeannie Novak, 2012 GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, International Edition is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

The Art of Game Design Jesse Schell, 2008-08-04 Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Introduction to Video Game Design and Development Joseph Sauter, 2007

Rules of Play Katie Salen Tekinbas, Eric Zimmerman, 2003-09-25 An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like play, design, and interactivity. They look at games through a series of eighteen game design schemas, or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game

developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Video Game Design Michael Salmond,2017-07-06 Video Game Design is a visual introduction to integrating core design essentials, such as critical analysis, mechanics and aesthetics, prototyping, level design, into game design. Using a raft of examples from a diverse range of leading international creatives and award-winning studios, this is a must-have guide for budding game designers. Industry perspectives from game industry professionals provide fascinating insights into this creative field, and each chapter concludes with a workshop project to help you put what you've learnt into practice to plan and develop your own games. With over 200 images from some of the best-selling, most creative games of the last 30 years, this is an essential introduction to industry practice, helping readers develop practical skills for video game creation. This book is for those seeking a career making video games as part of a studio, small team or as an independent creator. It will guide you from understanding how games engage, entertain and communicate with their audience and take you on a journey as a designer towards creating your own video game experiences. Interviewees include: James Portnow, CEO at Rainmaker Games Brandon Sheffield, Gamasutra.com/Game Developer magazine Steve Gaynor, co-founder The Fullbright Company (Gone Home) Kate Craig, Environment Artist. The Fullbright Company (Gone Home) Adam Saltsman, creator of Canabalt & Gravity Hook Jake Elliott & Tamas Kemenczy, Cardboard Computer (Kentucky Route Zero) Tyson Steele, User Interface Designer, Epic Games Tom Francis, Game Designer, Gunpoint & Floating Point Kareem Ettouney, Art Director, Media Molecule. Little Big Planet 1 & 2, Tearaway. Kenneth Young, Head of Audio, Media Molecule Rex Crowle, Creative Lead, Media Molecule

The Art of Computer Game Design Linda L Crawford,Chris Crawford,1984-01-01 Discusses the elements of games, surveys the various types of computer games, and describes the steps in the process of computer game development

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