Games, Design And Play: A Detailed Approach To Iterative Game Design
Synopsis

The play-focused, step-by-step guide to creating great game designs. This book offers a play-focused, process-oriented approach for designing games people will love to play. Drawing on a combined 35 years of design and teaching experience, Colleen Macklin and John Sharp link the concepts and elements of play to the practical tasks of game design. Using full-color examples, they reveal how real game designers think and work, and illuminate the amazing expressive potential of great game design. Focusing on practical details, this book guides you from idea to prototype to playtest and fully realized design. You’ll walk through conceiving and creating a game’s inner workings, including its core actions, themes, and especially its play experience. Step by step, you’ll assemble every component of your “videogame,” creating practically every kind of play: from cooperative to competitive, from chance-based to role-playing, and everything in between. Macklin and Sharp believe that games are for everyone, and game design is an exciting art form with a nearly unlimited array of styles, forms, and messages. Cutting across traditional platform and genre boundaries, they help you find inspiration wherever it exists. Games, Design and Play is for all game design students, and for beginning-to-intermediate-level game professionals, especially independent game designers. Bridging the gaps between imagination and production, it will help you craft outstanding designs for incredible play experiences!

Coverage includes:
- Understanding core elements of play design: actions, goals, rules, objects, playspace, and players
- Mastering “tools” such as constraint, interaction, goals, challenges, strategy, chance, decision, storytelling, and context
- Comparing types of play and player experiences
- Considering the demands videogames make on players
- Establishing a game’s design values
- Creating design documents, schematics, and tracking spreadsheets
- Collaborating in teams on a shared design vision
- Brainstorming and conceptualizing designs
- Using prototypes to realize and playtest designs
- Improving designs by making the most of playtesting feedback
- Knowing when a design is ready for production
- Learning the rules so you can break them!

Book Information

Series: Game Design
Paperback: 288 pages
Publisher: Addison-Wesley Professional; 1 edition (June 13, 2016)
Language: English
ISBN-10: 0134392078
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Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More

Circling The Sun: A Detailed Summary About This Masterpiece Of Paula McLain! (Circling The Sun: A Detailed Summary---Paperback, Ebook, Novel, Audiobook, Audible, Hardcover)

The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between!


Sizzling Story Outlines: How to Outline Your Screenplay or Novel, Always Know "What Happens Next," and Finish Your Rough Draft Without Freaking Out (Iterative Outlining Book 1)

Iterative Methods for Sparse Linear Systems, Second Edition

Toy Making and Toy Games: How To Make Your Own Simple Wooden & Paper Toys and Easy to Play Games - Suitable for Toddlers, Kids and Adults!

Dice Games New and Old: How to Play Dice Games - Over 50 Including Craps

The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design)

Multiplier Game Programming: Architecting Networked Games (Game Design)

Pokémon Go: Best Guide to Play Pokemon Go. Learn All Sneaky Tricks and Play Like A Pro. + Ways To Play Pokemon Go On Your PC: (Unofficial Pokemon Go Guide, ... Go)

(Pokemon Go Secrets, Pokemon Go Tricks) How to Play Craps: A Beginner's Essential Guide to Learn How to Play Craps and Win at the Casino - (Craps Game + Craps Strategy)

Pervasive Games: Theory and Design (Morgan Kaufmann Game Design Books)

Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Game Design)

Game Guru: Strategy Games (Premier Press Game Development)

Kobold Guide to Board Game Design (Kobold Guides to Game Design Book 4)

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