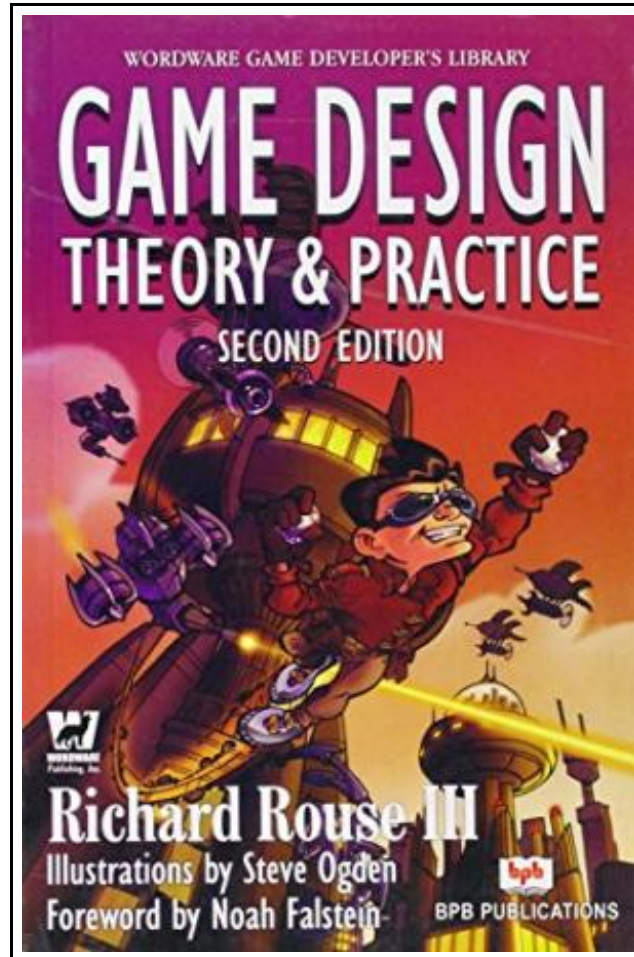


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Reviews

This written publication is fantastic. I am quite late in start reading this one, but better then never. You will not feel monotony at at any time of your respective time (that's what catalogues are for concerning should you ask me).

(Tevin McClure)

GAME DESIGN THEORY AND PRACTICES (SECOND EDITION)



BPB Publications, 2007. Softcover. Book Condition: New. 2nd edition. ?Both burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read.? ? Computer Gaming World ?Ultimately, in both theory and practice, Rouse?s Game Design bible gets the job done. Let us pray.?? Next Generation magazine In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse?s own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text. Follow the entire game development process, from brainstorming a game idea and establishing the focus to getting the game play working and play testing. Learn the techniques of top game designers through in-depth interviews: Doug Church, Thief, System Shock, Ultima Underworld Chris Crawford, Balance of Power, Eastern Front (1941) Ed Logg, Asteroids, Centipede, Gauntlet Jordan Mechner, Prince of Persia, Karateka, The Last Express Sid Meier, Civilization, Pirates!, Railroad Tycoon, Gettysburg! Steve Meretzky, The Hitchhiker?s Guide to the Galaxy, Planetfall, Zork Zero Will Wright, SimCity, The Sims Learn how to most effectively document your game ideas. Includes the full design document for the action-horror game The Suffering. Richard Rouse III is design director at Surreal Software, a Midway Home Entertainment studio. Most recently, he was project lead, lead designer, and writer on the action-horror game The Suffering. His credits also include Drakan: The Ancients? Gates, Centipede 3D, Damage Incorporated, and Odyssey: The Legend of Nemesis. Rouse has written about game design for publications including Game Developer, SIGGRAPH Computer Graphics, Develop, Gamasutra, MyVideoGames.com, and Inside Mac Games, and has spoken on game development...



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