



Designing Games: A Guide to Engineering Experiences

By Tynan Sylvester

O'Reilly Media. Paperback. Condition: New. 416 pages. Dimensions: 8.9in. x 5.9in. x 1.1in. Ready to give your design skills a real boost This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play. Explore several options for combining narrative with interactivity. Build interactions that let multiplayer gamers get into each other's heads. Motivate players through rewards that align with the rest of the game. Establish a metaphor vocabulary to help players learn which design aspects are game mechanics. Plan, test, and analyze your design through iteration rather than deciding everything up front. Learn how your game's market positioning will affect your design. This item ships from multiple locations. Your book may arrive from...



READ ONLINE
[2.43 MB]

Reviews

Extensive guideline! Its this sort of very good go through. I have got read and i am confident that i will gonna read through once more once more in the future. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- **Joana Champlin**

The ideal book i possibly read. It is among the most remarkable pdf i have go through. I am easily could get a enjoyment of reading through a created ebook.

-- **Elise Wehner**