

1. Record Nr.	UNICASSBL0157073
Autore	Fraenkel, Eduard
Titolo	Due seminari romani di Eduard Fraenkel : Aiace e Filottete di Sofocle / a cura di alcuni partecipanti ; premessa di L. E. Rossi
Pubbl/distr/stampa	Roma, : Edizioni di storia e letteratura, 1977
Descrizione fisica	XXXIV, 82 p. ; 25 cm
Collana	Sussidi eruditi ; 28
Disciplina	016.882 882.01
Soggetti	Sofocle . Aiace Sofocle . Filottete
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910624392203321
Autore	Killick Michael
Titolo	The Way We Play : Theory of Game Design / / by Michael Killick
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2022
ISBN	9781484287897 1484287894
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (238 pages)
Disciplina	794.8083
Soggetti	Video games - Programming Game Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Chapter 1: Your Design Journey Begins -- Chapter 2: Under the Hood -- Chapter 3: From Paper to Screen -- Chapter 4: FPS Character Controller Tutorial -- Chapter 5: Rule the World: Level Design -- Chapter 6: Friend or Foe? Enemy Design -- Chapter 7: MCM: Mechanics, Combat, and Multiplayer -- Chapter 8: 2D Platformer Tutorial -- Chapter 9: HUD and UI -- Chapter 10: Parting Advice -- Chapter 11: Conclusion: The End. Or Your Beginning? -- Game Design Document Template.
Sommario/riassunto	Gain insight into what it takes to design and develop your first video game. This book offers a peek behind the scenes, where you will find in-depth knowledge of game design theory and insight into the technical and design aspects of video game development. The Way We Play allows you to explore game design and theory while also learning the nuances of how games in different genres should be approached, their workings, and successful unique selling points in a competitive gaming field. As you progress further into the book, BAFTA Nominated Young Games Design Mentor Michael Killick walks you through the more technical aspects of game development and shares techniques that will enable you to take your first steps in designing your own games. Upon completing this book, you will have a firm understanding of the gaming industry, from theory through design and production. You will: Understand theories within games design Grasp what it takes

to design and create your first game Analyze popular games and what made them so great Cover all aspects of design to allow you to begin designing your first video game.
