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Autore	Miles Jere
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Soggetti	Video games - Programming
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	Three-dimensional display systems
Lingua di pubblicazione	Inglese
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Note generali	"An AK Peters book."
Nota di contenuto	section 1. Background -- section 2. Building blocks -- section 3. Bringing it together.
Sommario/riassunto	This book provides theoretical background on topics such as characters, stories, level design, interface design, audio, game mechanics, and tools and skills needed. Topics are presented in building-block fashion until you have looked into all the subjects relevant to creating your own game. The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker. Through using a gradually completed design document, you will become able to understand how to make a game as well as create one of your own by the end of this book.