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Collana	For Dummies
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Soggetti	Video games - Design Computer games - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	"Making Everything Easier!" Includes index.
Nota di contenuto	Contents at a Glance; Table of Contents; Introduction; About This Book; Foolish Assumptions; Icons Used in This Book; Beyond the Book; Where to Go from Here; Part I: Introducing the Gamestar Mechanic World; Chapter 1: What Is Gamestar Mechanic?; Gamestar Mechanic: An Introduction; Exploring What You Can Do on the Site; Teaching and Learning via Gamestar Mechanic; Chapter 2: Getting Up and Running; Creating an Account; Navigating the Website; Editing Your Account Settings; Getting to Know the Main Page: The Lobby; Starting Off on the Quest; Exploring the Workshop Finding Games to Play in Game Alley Writing a Mechanic Bio; Part II: Playing and Designing Games; Chapter 3: The Basics of Playing a Game; Understanding How to Control Your Avatar; Effectively Navigating a Level; Understanding the Goals and Rules of a Game; Chapter 4: Completing Quest Missions; Introducing the "Story" Told through the Quest; Exploring the Three Quests; The Pacing of the Quest; Chapter 5: Designing and Publishing Your First Game; Understanding Sprites - the Building Blocks of a Game; Taking a Look at the Structure of a Game; Introducing the Five Elements of Game Design Defining the Gameplay Touring the Toolbox Interface; Building a Game

in the Toolbox; Saving and Publishing a Game; Analyzing Your Game's Reception; Chapter 6: Understanding Sprites; Introducing the Properties of Sprites; Examining the Characteristics of Individual Sprites; Applying System Sprites Effectively; Part III: Participating in the Gamestar Community; Chapter 7: Reviewing Games; Using the Review Interface; Rating a Game; Adding Gameplay, Story, and Visual Components to a Review; Learning from Reviews of Your Games; Writing a Constructive Review; Chapter 8: Earning Ranks and Badges
Gaining Experience Points and Ranks Obtaining Badges; Completing Challenges; Chapter 9: Meeting the Mechanics; Making a First Impression in the Community; Embracing the Gamestar Mechanic Community; Learning from Other Designers; Chapter 10: Making Yourself Known within the Community; Directing Gamestar Mechanic Players to Your Games; Directing Non-Gamestar Mechanic Users to Your Games; Gaining Followers; Part IV: Designing Masterpieces; Chapter 11: Understanding What Makes a Good Game; Building with the Five Elements of Game Design; Balancing the Different Aspects of a Game
Iterating and Improving on a Game Chapter 12: Designing and Redesigning Games; Understanding the Game Design Process; Making Your Best Game; Designing Fun Gameplay; Writing Engaging Stories; Assembling Visual Elements; Chapter 13: Seeking True Mastery in Game Design; Developing an Idea for a Game; Turning Your Idea into a Game; Creating a Full Experience for Players; Evaluating and Revising Your Game; Using Custom Backgrounds (Premium); Adjusting Settings for Backgrounds; Finding Additional Resources for Studying Game Design; Part V: Going Deeper in the Gamestar World
Chapter 14: Examining Premium Content

Sommario/riassunto

Level up from gamer to creator with Gamestar Mechanic Do you think you can design the ultimate video game? It's more than just flashy effects and cool graphics. Gamestar Mechanic helps you build the skills you need to become a master designer. Go on Quests, collect your Sprites and design your very own game that you can publish instantly and receive feedback from other users. You can also take an online game design course where an expert instructor is right there to help you. Gamestar Mechanic For Dummies will show you how to get the most out of the site and build your very bes
