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   Soggetti   Video games - Design

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   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.