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| | Sommario/riassunto | Learn simple yet powerful, modern-day techniques used in various gaming genres, including casual and puzzle, strategy and simulation, action-adventure, and role-playing. This book is your pocket-sized guide to designing interesting and engaging mechanics for any type of game. Exploring Game Mechanics is a cornucopia of concepts related to gameplay mechanics that you can use to create games that are fun and rewarding to play. Dive into key gameplay elements that improve the player experience, such as implementing in-game tutorials, controlling the flow of player-choice-based games, and building a game narrative through storytelling. Understand how to establish the game's end goal for the player to work towards by creating quests, missions, and objectives. Explore the key ideas behind creating immersive game worlds, generating better NPCs and enemies, and controlling the in-game economy. Finally, discover the unique mechanics that make established industry games so successful. You will: Discover the key elements that make gameplay immersive and entertaining Develop players and NPCs through customization and levelling up Gain insight into the tried-and-tested concepts behind modern-day games . |