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Sommario/riassunto	Computer games are big business - tens of billions of dollars are spent annually by the worldwide video games market. The cost of producing video games has ballooned to beyond 20 million dollars in many cases, and team sizes are quickly growing past 100 team members. At the center of this storm is the producer - one person who transforms the money, the hours spent by the team, and the latest technology into a work of art that millions of people will call fun. This book will dig deeply into the role of the producer and expose secrets of game production that stand the test of time: how to build