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| Nota di contenuto | Contents; Introduction Press Start!; If You Are Anything Like Me; No, You Can't Have My Job; Who Is This Book For?; Why a Second Edition?; Level 1: Welcome, N00bs!; A Brief History of Video Games.; The Brave New World of Gaming: Mobiles, Online Distribution, and Touchscreens.; Game Genres.; Who Makes This Stuff?; Have You Thought about Publishing?.; Level 2: Ideas; Ideas: Where to Get Them and Where to Stick Them.; Getting Ahead of the Game.; What Do Gamers Want?.; Brainstorming.; Breaking Writer's Block.; Why I Hate "Fun".; Level 3: Writing the Story; Once Upon a Time The Triangle of Weirdness.A Likely Story.; Time to Wrap It Up.; A Game by Any Other Name.; Creating Characters Your Players Care About.; A Few Pointers on Writing for Kids of All Ages.; Writing for Licenses.; Level 4: You Can Design a Game, but Can You Do the Paperwork?; Writing the GDD, Step 1: The One-Sheet.; Writing the GDD, Step 2: The Ten-Pager; Writing the GDD, Step 3: Gameplay Progression; Writing the GDD, Step 4: The Beat Chart; Writing the GDD, Step 5: The Game Design Document (and the Awful Truth about Writing It); Writing the GDD, Step 6: Above All, Don't Be a Jerk Level 5: The Three Cs, Part 1: CharacterWho Do You Want To Be Today?; Finally, We Talk About Gameplay; Level 6: The Three Cs, Part 2: Camera; Get It Right: Camera Views; First Person Camera; Third Person |

Camera; Giving Up Control; Two and a Half D; Isometric Camera; Top-Down Camera.; AR Cameras.; Special Case Cameras.; Tunnel Vision.; Camera Shot Guide.; Camera Angle Guide.; Camera Movement Guide.; Other Camera Notes.; Multiple-Player Cameras.; Level 7: The Three Cs, Part 3: Controls; Control Is in Your Hand.; You've Got the Touch.; Dance, Monkey, Dance; Character or Camera Relative?. Shake, Rattle, and Roll.Level 8: Sign Language: HUD and Icon Design; Heads Up!.; There Are Other Screens Than the HUD.; A Final Word on Fonts.; Level 9: Everything I Learned About Level Design, I Learned from Level 9; The Top 10 Cliche Video Game Themes; The Name Game; Everything I Learned About Level Design, I Learned from Disneyland. .; Following Procedure; You've Got the Beat; Re-using Re-use; The Gary Gygax Memorial Mapping Section; Sandbox Play; Illusional Narrative; The Dave Arneson Memorial Mapping Section; Wrapping Up Mapping; Gray Matters; Leave the Training Level for Last Levels without CharactersLevel 10: The Elements of Combat; 400 Quatloos on the Newcomer!; Put 'Em Up!; And a One and a Two; The Big Finish; Live by the Sword; Now You Have to Kiss Me; Let's Get Defensive; Dodging the Bullet; On Guarding; State of the Art Bang Bang; The Best Gun for You; Run and Gun; Not Just Shooting; Dang it, Jones! Where Doesn't It Hurt?; Death: What Is It Good For?; Conflict Without Combat; Level 11: They All Want You Dead; Sizing Up the Enemy.; Bad Behavior.; How Rapid is Rapid?.; Movement Style .; Bring on the Bad Guys.; I Love Designing Enemies.; I Hate You to Pieces. Non-Enemy Enemies.

Sommario/riassunto

Want to design your own video games? Let expert Scott Rogers show you how!If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experie
