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Basic Game Design and Creation for Fun & Learning
Educational Game Design Fundamentals
Game Development and Production
Real-World Flash Game Development
Hands-On Game Development Without Coding
Holistic Game Development with Unity
Learning Stencyl 3. X Game Development: Beginner's Guide
Video Game Design
Learning 2D Game Development with Unity
Playful Design
Unity Game Development Essentials
Flash Game Development by Example
Beginning 3D Game Development with Unity 4
Google SketchUp for Game Design
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Games, Design and Play
C++ Game Development By Example
100 Principles of Game Design
Tabletop Game Design for Video Game Designers
Beginning Android Games Development
A Game Design Vocabulary
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Java Game Development with LibGDX
OpenGL Game Development By Example
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The Art of Game Design
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Game Programming Patterns
Udk Ios Game Development
Beginner's Guide
Game Design
Photoshop for Games
Game Character Creation with Blender and Unity
Fundamentals of Game Development
Game Design Workshop
Designing the User Experience of Game Development Tools
Basics of Game Design
Rules of Play
End-to-End Game Development

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Basic Game Design and Creation for Fun & Learning

Provides step-by-step instructions on creating computer games without any programming skills.

Educational Game Design Fundamentals

The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player mechanics -- Environmental mechanics -- Mechanics for external forces.

Game Development and Production

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

Real-World Flash Game Development

Beginning 3D Game Development with Unity 4 is perfect for those who would like

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to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Hands-On Game Development Without Coding

A guide to ActionScript 2.0 provides hands-on training through forty projects that demonstrate such tasks as using and manipulating data, connecting to Web services, creating a multi-chat application, and validating data.

Holistic Game Development with Unity

This is a practical and light-hearted guide to get to grips with creating your first games, with easy-to-follow, step-by-step tutorials using the award winning Unity engine. If you've ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development, then this is the book for you. Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine, as will anyone who has never handled the Unity engine before.

Learning Stencyl 3. X Game Development: Beginner's Guide

The book takes a step-by-step process in completing tasks with many detailed illustrations while allowing you to add your own creativity to the mix to create a game that is uniquely your own. If you would like to make iOS games with the

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Unreal Development Kit or are interested in porting your game from PC to iOS, this book is for you

Video Game Design

Anyone can master the fundamentals of game design - no technological expertise is necessary. *The Art of Game Design: A Book of Lenses* shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Learning 2D Game Development with Unity

The Unity Engine Tutorial for Any Game Creator & Unity is now the world's #1

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game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. √ With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other engines or are new to game development. √ This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. √ Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. √ Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player

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physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play \hat{z}

Playful Design

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Unity Game Development Essentials

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Explore modern game programming and rendering techniques to build games using C++ programming language and its popular libraries. Key Features: Learn how you can build basic 2D and complex 3D games with C++; Understand shadows, texturing, lighting, and rendering in 3D game development using OpenGL; Uncover modern graphics programming techniques and GPU compute methods using the Vulkan API. Book Description: Although numerous languages are currently being used to develop games, C++ remains the standard for fabricating expert libraries and tool chains for game development. This book introduces you to the world of game development with C++. C++ Game Development By Example starts by touching upon the basic concepts of math, programming, and computer graphics and creating a simple side-scrolling action 2D game. You'll build a solid foundation by studying basic game concepts such as creating game loops, rendering 2D game scenes using SFML, 2D sprite creation and animation, and collision detection. The book will help you advance to creating a 3D physics puzzle game using modern OpenGL and the Bullet physics engine. You'll understand the graphics pipeline, which entails creating 3D objects using vertex and index buffers and rendering them to the scene using vertex and fragment shaders. Finally, you'll create a basic project using the Vulkan library that'll help you get to grips with creating swap chains, image views, render passes, and frame buffers for building high-performance graphics in your games. By the end of this book, you'll be ready with 3 compelling projects created with SFML, the Vulkan API, and OpenGL, and you'll be able to take your game and graphics programming skills to the next level.

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What you will learn Understand shaders and how to write a basic vertex and fragment shader Build a Visual Studio project and add SFML to it Discover how to create sprite animations and a game character class Add sound effects and background music to your game Grasp how to integrate Vulkan into Visual Studio Create shaders and convert them to the SPIR-V binary format Who this book is for If you're a developer keen to learn game development with C++ or get up to date with game development, this book is for you. Some knowledge of C++ programming is assumed.

Flash Game Development by Example

Game design is a sibling discipline to software and Web design, but they're siblings that grew up in different houses. They have much more in common than their perceived distinction typically suggests, and user experience practitioners can realize enormous benefit by exploiting the solutions that games have found to the real problems of design. This book will show you how.

Beginning 3D Game Development with Unity 4

A handbook for game development with coverage of both team management topics, such as task tracking and creating the technical design document, and

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outsourcing strategies for contents, such as motion capture and voice-over talent. It covers various aspects of game development.

Google SketchUp for Game Design

Learn the mechanics that take your game from an idea to a playable product. Do you aspire to be a game designer but aren't sure where to begin? *Tabletop Game Design for Video Game Designers* guides you through your initial attempts to design game mechanics. It goes beyond simple description and definition to explore in detail the issues that designers grapple with for every game they create. Learning to design tabletop games builds a solid foundation for game designers and provides methods that can be applied towards creating paper prototypes of computer-targeted games. Presented in a step-by-step format, *Tabletop Game Design for Video Game Designers* helps the reader understand how the game design skills that are acquired through creating tabletop games can be used when designing video games. Fully playable games accompany every topic so you can truly understand and experience each component that goes into game creation. *Tabletop Game Design for Video Game Designers* includes: Simple, highly focused games that can be played, analyzed, improved, and/or modified in conjunction with a particular topic in the book. Integrated game design exercises, chapter learning objectives, and in-text sidebars to provide further examples to apply directly to your game creation process. A companion website (www.funmines.com) which

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includes: "print & play" tabletop games, links to online games, game design resources, and articles about designing and developing games.

Game Development Tools

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Games, Design and Play

Game designers spend their lives solving extraordinary problems and facing mind-bending paradoxes. It's their job to make a meticulous plan for "spontaneous fun" players will want to experience over and over again. Pressure is heaped on with demands for innovation and blockbuster status. So designers find themselves facing an abyss of problems, pressure, and possibilities, armed only with their brains and an assortment of design principles they picked up over years of experience. For the first time, 100 Principles of Game Design gathers some of the best of these big ideas into one toolkit. Seasoned designers will be glad they don't have to hold it all in their heads anymore, and beginning design students can use the book to learn the tools of the trade. When the going gets tough, everyone can turn to this book for guidance, inspiration, or just to remind them of what works.

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Collected from every popular school of thought in game design, these core principles are organized by theme: innovation, creation, balancing, and troubleshooting. • Includes advances from the world's leading authorities on game design, some explained by the creators themselves • A reference book of finite, individual principles for easy access, providing a jumping off point for further research • Principles originating in fields as diverse as architecture, psychiatry, and economics, but shown here as they apply to game design • Richly designed with illustrations and photos, making each principle easy to understand and memorable • Timeless approach includes feedback loops, game mechanics, prototyping, economies of scale, user-centered design, and much more Professional designers and instructors at one of the world's leading game design institutions lay out the building blocks of diverse knowledge required to design even the simplest of games.

C++ Game Development By Example

As experienced teachers of novice game designers, the authors have discovered patterns in the way that students grasp game design - the mistakes they make as well as the methods to help them to create better games. Each exercise requires no background in programming or artwork, releasing beginning designers from the intricacies of electronic game production and allowing them to learn what works and what doesn't work in a game system. Additionally, these exercises teach

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important skills in system design: the processes of prototyping, playtesting, and redesigning.

100 Principles of Game Design

A step-by-step, practical tutorial with a no-nonsense approach. The book starts by showing readers how to create a playable game that is fully-functioning, then moves on to demonstrate how to fine-tune the game with eye-catching graphics techniques, audio-effects and more. This book is for indie and existing game developers and those who want to get started with game development using Stencyl. Some understanding of Objective-C, C++, and game development basics is recommended. People with some programming experience may also find this book useful.

Tabletop Game Design for Video Game Designers

Video Game Design is a visual introduction to integrating core design essentials, such as critical analysis, mechanics and aesthetics, prototyping, level design, into game design. Using a raft of examples from a diverse range of leading international creatives and award-winning studios, this is a must-have guide for budding game designers. Industry perspectives from game industry professionals

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provide fascinating insights into this creative field, and each chapter concludes with a workshop project to help you put what you've learnt into practice to plan and develop your own games. With over 200 images from some of the best-selling, most creative games of the last 30 years, this is an essential introduction to industry practice, helping readers develop practical skills for video game creation. This book is for those seeking a career making video games as part of a studio, small team or as an independent creator. It will guide you from understanding how games engage, entertain and communicate with their audience and take you on a journey as a designer towards creating your own video game experiences. Interviewees include: James Portnow, CEO at Rainmaker Games Brandon Sheffield, Gamasutra.com/Game Developer magazine Steve Gaynor, co-founder The Fullbright Company (Gone Home) Kate Craig, Environment Artist. The Fullbright Company (Gone Home) Adam Saltsman, creator of Canabalt & Gravity Hook Jake Elliott & Tamas Kemenczy, Cardboard Computer (Kentucky Route Zero) Tyson Steele, User Interface Designer, Epic Games Tom Francis, Game Designer, Gunpoint & Floating Point Kareem Ettouney, Art Director, Media Molecule. Little Big Planet 1 & 2, Tearaway. Kenneth Young, Head of Audio, Media Molecule Rex Crowle, Creative Lead, Media Molecule

Beginning Android Games Development

Your deadline just got moved up. Your artist has never worked with Flash before.

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Your inner programmer is telling you that no OOP is a big Oops! Any Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games. Griffith has been building games in Flash long enough to know what works and what doesn't. He shows you what you need to know to get the job done. Griffith covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 10 years in the industry. The 2nd edition will include: completely new game examples on more advanced topics like 3D; more robust physics and collision detection; and mobile device coverage with Android platform development for us on phones and tablets. Also coverage of the new features available in Flash CS5, Flash Player 10.1, and AIR 2.0 that can be used for game development. The associated web site for the book: www.flashgamebook.com gets close to 1,000 visits a month. On the site, readers can find all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

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A Game Design Vocabulary

Most tools developers want to improve the user experience but are not given the time, lack the techniques, or don't know where to begin. Designing the User Experience of Game Development Tools addresses these issues to empower tools developers to make positive steps toward improving the user experience of their tools. The book explains how to im

Unity 4.x Game Development by Example Beginner's Guide

Build 10 classic Flash games and learn game development along the way.

Java Game Development with LibGDX

Design and code your own 2D and 3D games efficiently using OpenGL and C++ About This Book Create 2D and 3D games completely, through a series of end-to-end game projects Learn to render high performance 2D and 3D graphics using OpenGL Implement a rudimentary game engine using step-by-step code Who This Book Is For If you are a prospective game developer with some experience using C++, then this book is for you. Both prospective and experienced game programmers will find nuggets of wisdom and practical advice as they learn to

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code two full games using OpenGL, C++, and a host of related tools. What You Will Learn Set up your development environment in Visual Studio using OpenGL Use 2D and 3D coordinate systems Implement an input system to handle the mouse and the keyboard Create a state machine to handle complex changes in the game Load, display, and manipulate both 2D and 3D graphics Implement collision detection and basic physics Discover the key components needed to complete a polished game Handle audio files and implement sound effects and music In Detail OpenGL is one of the most popular rendering SDKs used to develop games. OpenGL has been used to create everything from 3D masterpieces running on desktop computers to 2D puzzles running on mobile devices. You will learn to apply both 2D and 3D technologies to bring your game idea to life. There is a lot more to making a game than just drawing pictures and that is where this book is unique! It provides a complete tutorial on designing and coding games from the setup of the development environment to final credits screen, through the creation of a 2D and 3D game. The book starts off by showing you how to set up a development environment using Visual Studio, and create a code framework for your game. It then walks you through creation of two games—a 2D platform game called Roboracer 2D and a 3D first-person space shooter game—using OpenGL to render both 2D and 3D graphics using a 2D coordinate system. You'll create sprite classes, render sprites and animation, and navigate and control the characters. You will also learn how to implement input, use audio, and code basic collision and physics systems. From setting up the development environment to creating the

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final credits screen, the book will take you through the complete journey of creating a game engine that you can extend to create your own games. Style and approach An easy-to-follow guide full of code examples to illustrate every concept and help you build a 2D and 3D game from scratch, while learning the key tools that surround a typical OpenGL project.

OpenGL Game Development By Example

You're part of a new venture, an independent gaming company, and you are about to undertake your first development project. The client wants a serious game, one with instructional goals and assessment metrics. Or you may be in a position to green light such a project yourself, believing that it can advance your organization's mission and goals. This book provides a proven process to take an independent game project from start to finish. In order to build a successful game, you need to wear many hats. There are graphic artists, software engineers, designers, producers, marketers - all take part in the process at various (coordinated) stages, and the end result is hopefully a successful game. Veteran game producers and writers (Iuppa and Borst) cover all of these areas for you, with step by step instructions and checklists to get the work done. The final section of the book offers a series of case studies from REAL indy games that have been developed and launched successfully, and show exactly how the principles outlined in the book can be applied to real world products. The book's associated author

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web site offers ancillary materials & references as well as serious game demos and presentations.

Macromedia Flash MX 2004 ActionScript

Meaningful play - Design - Systems - Interactivity - Defining games - The magic circle - Defining rules - Rules on three levels - The rules of digital games - Games as systems of uncertainty - Games as systems of information - Games as cybernetic systems - Games as systems of conflict - Games as the play of experience - Games as the play of meaning - Games as the play of simulation - Games as cultural rhetoric - Games as cultural resistance - Games as cultural environment.

Beginning Unreal Game Development

Annotation Creating video game environments similar to the best 3D games on the market is now within the capability of hobbyists for the first time, with the free availability of game development software such as Unity 3D, and the ease with which groups of enthusiasts can get together to pool their skills for a game project. The sheer number of these independent game projects springing up means there is a constant need for game art, the physical 3D environment and objects that

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inhabit these game worlds. Now thanks to Google there is an easy, fun way to create professional game art, levels and props. Google SketchUp is the natural choice for beginners to game design. This book provides you with the workflow to quickly build realistic 3D environments, levels, and props to fill your game world. In simple steps you will model terrain, buildings, vehicles, and much more. Google SketchUp is the ideal entry level modeling tool for game design, allowing you to take digital photographs and turn them into 3D objects for quick, fun, game creation. SketchUp for Game Design takes you through the modeling of a game level with SketchUp and Unity 3D, complete with all game art, textures and props. You will learn how to create cars, buildings, terrain, tools and standard level props such as barrels, fencing and wooden pallets. You will set up your game level in Unity 3D to create a fully functional first person walk-around level to email to your friends or future employers. When you have completed the projects in this book, you will be comfortable creating 3D worlds, whether for games, visualization, or films.

The Art of Game Design

Get started creating video games using Unreal Engine 4 (UE4) and learning the fundamentals of game development. Through hands-on, step-by-step tutorials, you will learn to design engaging environments and a build solid foundation for more complex games. Discover how to utilize the 3D game design software behind the

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development of immensely popular games for PC, console, and mobile. Beginning Unreal Game Development steers you through the fundamentals of game development with UE4 to design environments that both engage the player and are aesthetically pleasing. Author David Nixon shows you how to script logic, define behaviors, store data, and create characters. You will learn to create user interfaces, such as menus, load screens, and head-up displays (HUDs), and manipulate audio to add music, sound effects, and dialogue to your game. The book covers level editors, actor types, blueprints, character creation and control, and much more. Throughout the book, you'll put theory into practice and create an actual game using a series of step-by-step tutorials. With a clear, step-by-step approach, Beginning Unreal Game Development builds up your knowledge of Unreal Engine 4 so you can start creating and deploying your own 3D video games in no time. What You Will Learn Learn the fundamentals of game design Understand how to use Unreal Engine 4 Design amazing levels for your characters to play in Script logic to control the behavior of the world you create Who This Book Is For This book is for beginners with no prior game design or programming experience. It is also intended for video game enthusiasts who are brand-new to the world of game development and want to learn how to design a game from scratch using UE4.

Game Design

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This book takes a real-world, in-depth journey through the game-design process, from the initial blue sky sessions to pitching for a green light. The author discusses the decision and brainstorming phase, character development and story wrap, creation of content and context outlines, flowcharting game play, and creating design documents. Special fe

Game Development with Unity

Summary: Master the Principles and Vocabulary of Game Design Why aren't videogames getting better? Why does it feel like we're playing the same games, over and over again? Why aren't games helping us transform our lives, like great music, books, and movies do? The problem is language. We still don't know how to talk about game design. We can't share our visions. We forget what works (and doesn't). Anna Anthropy and Naomi Clark share foundational principles, examples, and exercises that help you create great player experiences.

Game Programming Patterns

Do you have an awesome idea for the next break-through mobile gaming title? This updated edition will help you kick-start your project as it guides you through the process of creating several example game apps using APIs available in

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Android. You will learn the basics needed to join the ranks of successful Android game app developers. the book starts with game design fundamentals using Canvas and Android SDK 10 or earlier programming basics. You then will progress toward creating your own basic game engine and playable game apps that work on Android 10 or earlier smartphones and tablets. You take your game through the chapters and topics in the book to learn different tools such as OpenGL ES. And you will learn about publishing and marketing your games to monetize your creation. What You Will Learn Gain knowledge on the fundamentals of game programming in the context of Android Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For Those with basic knowledge of Java who want to write games on the Android platform, and experienced game developers who want to know about the pitfalls and peculiarities of the platform

Udk Ios Game Development Beginner's Guide

This title offers an inside look into the game development industry, it has advice and insight on how to get a foot in the door, how to licence a game, how to settle contract issues, and how to demonstrate the game to prospective companies.

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Game Design

Basics of Game Design is for anyone wanting to become a professional game designer. Focusing on creating the game mechanics for data-driven games, it covers role-playing, real-time strategy, first-person shooter, simulation, and other games. Written by a 25-year veteran of the game industry, the guide offers detailed explanations of how to design t

Photoshop for Games

Can we learn through play? Can we really play while learning? Of course! But how?! We all learn and educate others in our own unique ways. Successful educational games adapt to the particular learning needs of their players and facilitate the learning objectives of their designers. Educational Game Design Fundamentals embarks on a journey to explore the necessary aspects to create games that are both fun and help players learn. This book examines the art of educational game design through various perspectives and presents real examples that will help readers make more informed decisions when creating their own games. In this way, readers can have a better idea of how to prepare for and organize the design of their educational games, as well as evaluate their ideas through several prisms, such as feasibility or learning and intrinsic values.

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Everybody can become education game designers, no matter what their technical, artistic or pedagogic backgrounds. This book refers to educators and designers of all sorts: from kindergarten to lifelong learning, from corporate training to museum curators and from tabletop or video game designers to theme park creators!

Game Character Creation with Blender and Unity

A complete guide to creating usable, realistic game characters with two powerful tools. Creating viable game characters requires a combination of skills. This book teaches game creators how to create usable, realistic game assets using the power of an open-source 3D application and a free game engine. It presents a step-by-step approach to modeling, texturing, and animating a character using the popular Blender software, with emphasis on low polygon modeling and an eye for using sculpting and textures, and demonstrates how to bring the character into the Unity game engine. Game creation is a popular and productive pursuit for both hobbyists and serious developers; this guide brings together two effective tools to simplify and enhance the process. Artists who are familiar with Blender or other 3D software but who lack experience with game development workflow will find this book fills important gaps in their knowledge. Provides a complete tutorial on developing a game character, including modeling, UV unwrapping, sculpting, baking displacements, texturing, rigging, animation, and export. Emphasizes low polygon modeling for game engines and shows how to bring the finished character into the

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Unity game engine Whether you're interested in a new hobby or eager to enter the field of professional game development, this book offers valuable guidance to increase your skills.

Fundamentals of Game Development

Written by veterans who are currently working in the game industry, Fundamentals of Game Development is unique because it provides the practical aspects of the processes involved in developing and completing game projects. Using examples and exercises, this book provides a hands-on approach that walks the reader through the entire process of developing a game from concept to completion. Ideal for introductory game development and game production courses the book covers history, game genre, design, story-telling, character creation, pre-production, code release, career descriptions, and more.

Game Design Workshop

This book brings the insights of game professionals, DCC creators, hardware vendors, and current researchers together into a collection that focuses on the most underrepresented and critical part of game production: tools development. The first gems-type book dedicated to game tools, this volume focuses on

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practical, implementable tools for game de

Designing the User Experience of Game Development Tools

The play-focused, step-by-step guide to creating great game designs This book offers a play-focused, process-oriented approach for designing games people will love to play. Drawing on a combined 35 years of design and teaching experience, Colleen Macklin and John Sharp link the concepts and elements of play to the practical tasks of game design. Using full-color examples, they reveal how real game designers think and work, and illuminate the amazing expressive potential of great game design. Focusing on practical details, this book guides you from idea to prototype to playtest and fully realized design. You'll walk through conceiving and creating a game's inner workings, including its core actions, themes, and especially its play experience. Step by step, you'll assemble every component of your "videogame," creating practically every kind of play: from cooperative to competitive, from chance-based to role-playing, and everything in between. Macklin and Sharp believe that games are for everyone, and game design is an exciting art form with a nearly unlimited array of styles, forms, and messages. Cutting across traditional platform and genre boundaries, they help you find inspiration wherever it exists. Games, Design and Play is for all game design students, and for beginning-to-intermediate-level game professionals, especially independent game designers. Bridging the gaps between imagination and

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production, it will help you craft outstanding designs for incredible play experiences! Coverage includes: Understanding core elements of play design: actions, goals, rules, objects, playspace, and players Mastering “tools” such as constraint, interaction, goals, challenges, strategy, chance, decision, storytelling, and context Comparing types of play and player experiences Considering the demands videogames make on players Establishing a game’s design values Creating design documents, schematics, and tracking spreadsheets Collaborating in teams on a shared design vision Brainstorming and conceptualizing designs Using prototypes to realize and playtest designs Improving designs by making the most of playtesting feedback Knowing when a design is ready for production Learning the rules so you can break them!

Basics of Game Design

Provides hands-on lessons on developing best practices for using Photoshop to create game art for consoles, mobile devices, or the Web, with examples from a variety of art styles, including comic, realistic, and graphic styles.

Rules of Play

Learn to design and create video games using the Java programming language and

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the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

End-to-End Game Development

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Develop your own games with Unity 2D/3D Game Kit and use it for your presentations, kids education, level design, game design, proofs of concept, or even just for fun! Key Features Build your first ever video game using Unity 2D/3D Game kit Learn how to create game levels, adding props, giving behaviours to objects and working on gameplay Step by step instructions on creating your own AI enemy and interacting with it Book Description Hands-On Game Development without Coding is the first Visual Scripting book in the market. It was tailor made for a non programing audience who are wondering how a videogame is made. After reading this book you will be able to develop your own 2d and 3d videogames and use it on your presentations, to speed up your level design deliveries, test your game design ideas, work on your proofs of concept, or even doing it just for fun. The best thing about Hands-On Game Development without Coding is that you don't need any previous knowledge to read and understand the process of creating a videogame. It is our main focus to provide you with the opportunity to create a videogame as easy and fast as possible. Once you go through the book, you will be able to create player input interaction, levels, object behaviours, enemy AI, creating your own UI and finally giving life to your game by building it. It's Alive! What you will learn Understanding the Interface and kit flow. Comprehend the virtual space and its rules. Learning the behaviours and roles each component must have in order to make a videogame. Learn about videogame development Creating a videogame without the need of learning any programming language Create your own gameplay HUD to display player and Enemy information Who this

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book is for This book is for anyone who is interested in becoming a game developer but do not posses any coding experience or programming skills. All you need is a computer and basic software interface knowledge.

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