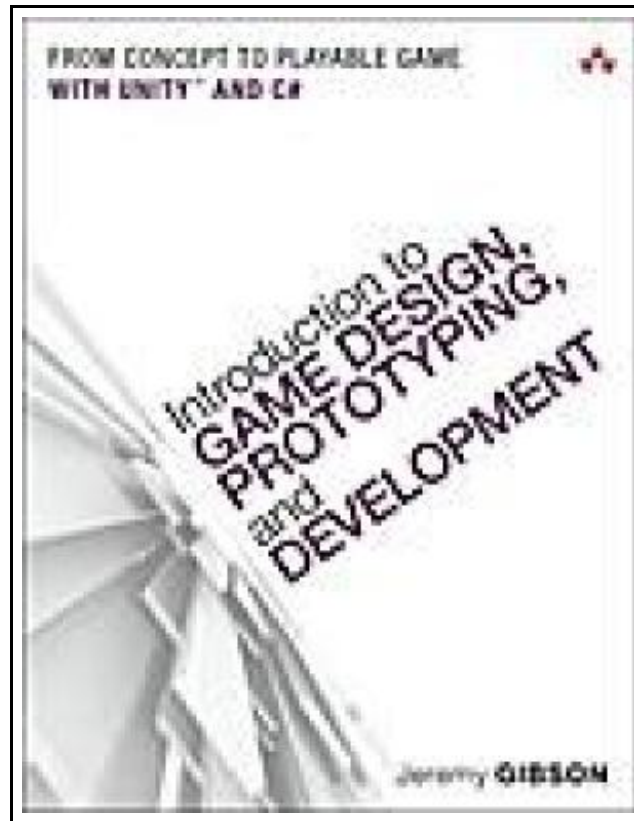


# Introduction to Game Design, Prototyping, and Development



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*A top quality ebook and the font used was fascinating to read through. It is written in easy terms and not confusing. It's been written in a remarkably easy way in fact it is simply after I finished reading through this publication through which actually altered me, alter the way I believe.*

***(Roberto Block)***

## INTRODUCTION TO GAME DESIGN, PROTOTYPING, AND DEVELOPMENT



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Addison Wesley Jul 2014, 2014. Taschenbuch. Book Condition: Neu. 228x189x43 mm. Neuware - Game development and design are among today's fastest-growing technical fields, now supported by programs in hundreds of colleges and universities. Today's #1 game development platform and engine is Unity, and C# is the most powerful language available for writing Unity applications. Now, one hands-on guide covers both game development and design, and both Unity and C#. Written by an instructor who helped pioneer America's #1 university game development program at USC, this guide illuminates the basic tenets of game design and presents a detailed, project-based introduction to game prototyping and development, using both paper and the Unity game engine. Jeremy Gibson presents prototyping is presented as a core game design skill (much as sketching is a core artist's skill), taking a straightforward, commonsense approach that has been refined over many years of teaching beginners. Throughout, you're encouraged to experiment on your own, and to discover that most problems have multiple solutions. Gibson first introduces general game design concepts, including game mechanics, design approaches, methodologies for analyzing games, and the math and probabilistic foundations of many games. Next, he explores basic programming concepts that are nearly identical across most modern languages (e.g., variables, functions, classes, arrays, loops, and conditionals. Then, in the heart of the book, Gibson presents eight hands-on game prototyping tutorials, each delving into specific prototyping and programming skills. These modular tutorials cover games ranging from block puzzles to first-person shooters, 2D platformer to physics puzzles. Each tutorial chapter ends with optional exercises that encourage you to enhance the games you've already constructed, and learn more skills for launching your own original projects. To support new developers, Gibson also presents a simple C# reference that makes this language far easier to learn and use -- whether...



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