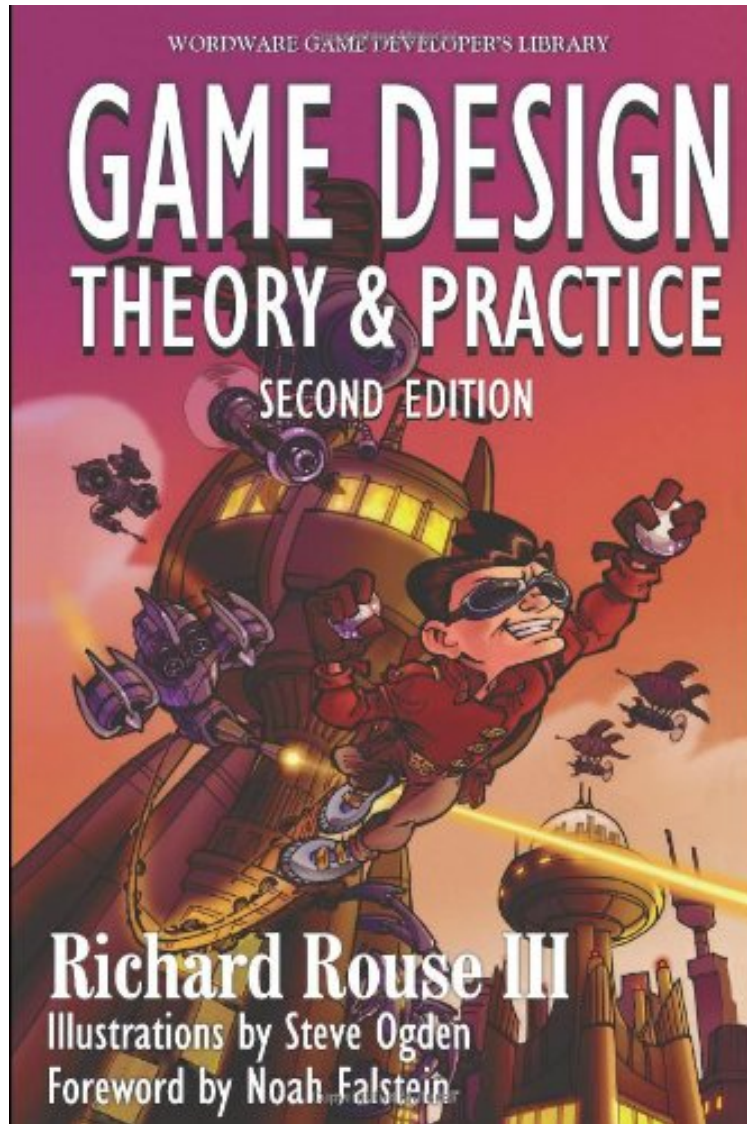


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Game Design: Theory and Practice (2nd Edition) (Wordware Game Developer's Library)

Richard Rouse III

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Richard Rouse III : Game Design: Theory and Practice (2nd Edition) (Wordware Game Developer's Library) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Game Design: Theory and Practice (2nd Edition) (Wordware Game Developer's Library):

1 of 1 people found the following review helpful. Unique practical advice on how to think the various aspects of your game and create written explanations for others By M. Molinaro I have read around 10 books on game development

(and watched or listened to several presentations) at this point, and am in the process of making my first game. I gave this book five stars for its value to me, especially in terms of how the various aspects of game documentation can be useful in both clarifying your own thoughts and explaining your game to others. By documentation I mean various summaries that describe things like plot, dialogue/narrative, game play, back story, etc. Simply discussing these topics gave me additional game ideas and ways to conceptualize what I was doing in game design and what I should be doing. I would generally agree with the reviewer who said "beginner to intermediate," although I know from experience that people have widely differing ways of creating and promoting their works, and I could see an advanced game developer who didn't much like writing things down learning from this. I have not seen this topic area (game development documentation) treated with the depth and interesting discussion that this book contains. The writing is very clear, although there is definitely repetition in places--nothing I couldn't skip over a few pages to get past. The specific games that are discussed are dated, but as usual, there are concepts and lessons that the developers (like Chris Crawford) offer in their interviews that are applicable to most games, and are also very interesting if you haven't seen their interviews before. I happen to be writing a branching choice sci-fi adventure game, so the discussion of the author's development of his branching choice adventure game was very helpful for me. All in all, highly recommended. 0 of 0 people found the following review helpful. Theory + Practice = A competitive edge
By Customer
The balance of this book is excellent. It's helping me learn to think like a game designer, not just a programmer or game player with good ideas. There's a lot of helpful knowledge and experience out there, and this is like a cheat code to unlock better game design. 0 of 0 people found the following review helpful. Excellent book.
By Customer
This book is entertaining as well as informative. Not only will you receive an introduction to every aspect of game design, but you will also come away from this book with a very important perspective on the history of video and computer games. I recommend this book to anyone interested in learning how to design computer games.

Both burgeoning game designers and devoted gamers should consider [Game Design: Theory Practice] an essential read. Computer Gaming World Ultimately, in both theory and practice, Rouse's Game Design bible gets the job done. Let us pray. - Next Generation magazine
In the second edition to the acclaimed Game Design: Theory Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse's own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

About the Author
Richard Rouse III is design director at Surreal Software, a Midway Home Entertainment studio. Most recently, he was project lead, lead designer, and writer on the action-horror game The Suffering. His credits also include Drakan: The Ancients' Gates, Centipede 3D, Damage Incorporated, and Odyssey: The Legend of Nemesis. Rouse has written about game design for publications including Game Developer, SIGGRAPH Computer Graphics, Develop, Gamasutra, MyVideoGames.com, and Inside Mac Games, and has spoken on game development numerous times at the Electronic Entertainment Expo.