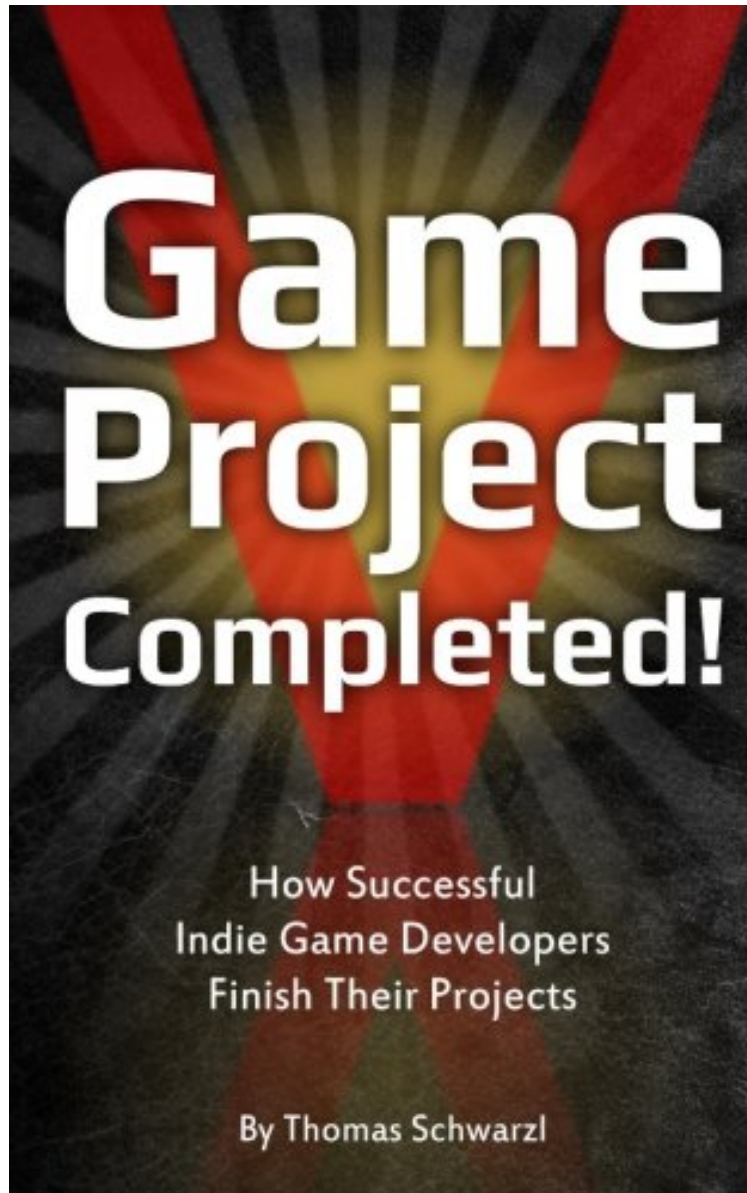


Game Project Completed: How Successful Indie Game Developers Finish Their Projects

Thomas Schwarzl

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Completed: How Successful Indie Game Developers Finish Their Projects:

1 of 1 people found the following review helpful. Good Concepts, Slightly Scattered but Still Coherent
By Nifty
I like this book, especially since I've been looking for the same knowledge in order to finish my first game. I've no doubt that implementing these concepts will help me keep going. Some of these chapters felt a little... scattered. I think it's just because it didn't seem like one topic didn't lead into another well enough, or perhaps because chapters and subsections weren't separated correctly. I don't know if this problem is because of Kindle for iPhone, or because the book was actually formatted like this, but I believe each chapter should start after a page break, and have a bigger heading than subsections. Lastly, there were a few small grammatical errors here and there, one of which was on the first few pages: "day of light" was used instead of the correct phrase "light of day". I conclude this by thanking the author for writing the book. You did good. It's not perfect, but as you said, nothing ever is. Fix up those formatting and grammatical issues and you have yourself a book!
1 of 1 people found the following review helpful. This is really a great read for any indie game developer (or other independent ...
By Customer
This is really a great read for any indie game developer (or other independent creative). Rather than address design or technique, it really focuses on all of the other aspects of development that have the potential to undermine project success. I'm still not finished with the book - but willing to rate it highly because I've found value in the portion I've read so far. Perhaps I'll have to revisit this review in the future. I don't necessarily agree with every assertion the author makes, but there is a lot of really good content in there. Good stuff.
0 of 0 people found the following review helpful. Short for the price, yet pretty much worth it.
By Customer
A little short for the asking price, but very good advice and thorough. Perhaps could include tracking in the speed reading advice as well! If I had read this a year ago, I would have gotten a lot more out of it, as it is I have implemented a lot of the steps on my own so it was validating to see them published here. Good stuff.

[Learn How To Become A Successful Indie Game Developer.](#)

About the Author Thomas Schwarzl was born in Bad Aussee, Austria, in 1981. He has a degree in Software Engineering and worked for six years in the arcade games industry. In 2012 he published his first book "2D Game Collision Detection".