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## Game Design Theory and Practices (Second Edition)

By Richard Rouse III

BPB Publications, 2007. Softcover. Book Condition: New. 2nd edition. 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. Follow the entire game development process, from brainstorming a game idea and establishing the focus to getting the game play working and play testing. Learn the techniques of top game designers through in-depth interviews: Doug Church, Thief, System Shock, Ultima Underworld Chris Crawford, Balance of Power, Eastern Front (1941) Ed Logg, Asteroids, Centipede, Gauntlet Jordan Mechner, Prince of Persia, Karateka, The Last Express Sid Meier, Civilization, Pirates!, Railroad Tycoon, Gettysburg! Steve Meretzky, The Hitchhiker's Guide to the Galaxy, Planetfall, Zork Zero Will...



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