



Designing Games: A Guide to Engineering Experiences

By Tynan Sylvester

O'Reilly Media. Paperback. Condition: New. 416 pages. Dimensions: 8.9in. x 5.9in. x 1.1in.Ready to give your design skills a real boost This eye-opening book helps you explore the design structure behind most of todays hit video games. Youll learn principles and practices for crafting games that generate emotionally charged experiencesa combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of playExplore several options for combining narrative with interactivityBuild interactions that let multiplayer gamers get into each others headsMotivate players through rewards that align with the rest of the gameEstablish a metaphor vocabulary to help players learn which design aspects are game mechanicsPlan, test, and analyze your design through iteration rather than deciding everything up frontLearn how your games market positioning will affect your design This item ships from multiple locations. Your book may arrive from...



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-- Izaiah Schowalter

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