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Game Design Fundamentals. In Game Design Fundamentals, you will get hacking and slashing in no time. First, you will get your idea cemented. Second, assess and create your timelines and resources. 3rd, build your Technical Design Document and finally, get your outline assembled, so you can start building your game.

Fundamentals of Game Design: Amazon.co.uk: Ernest Adams: Books
Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing.

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Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players.

Fundamentals of Game Design - pearsoncmg.com
Realism. Once again: Every design decision you make must serve the entertainment value of the game. In addition, every design decision must serve your goals for the game's overall degree of realism. Some genres demand more realism than others. It's up to you to establish how much realism you want and in what areas.

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Realism | Fundamentals of Game Design: Game Worlds | Peachpit
The fundamentals of game design Starting out creating an interactive experience, of any sort really, can be rather daunting. In this tutorial, we'll run through the basic components of a game, so we can get a handle on what the next steps are when you make the jump from the training tutorials to your own projects.

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The Fundamentals of Game Design – Raph's Website
Thank you! I'll likely get by with this edition, and will in addition read about what content has been updated in the 3rd edition so that I can be mindful of it/research it on my own.

Fundamentals of Game Design, 2nd Edition | Peachpit
Yesterday I got a chance to read the first 5-6 chapters. I loved it! Great job! I will definitely use it in my class next year. Congratulations on creating a readable and insightful book on game design.

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