

100 Principles Of Game Design Book

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100 Principles of Game Design by Wendy Despain

100 Principles of Game Design. by Wendy Despain, Keyvan Acosta, Liz Canacari-Rose, Michael Deneen, Zach Hiwiler, Jeff Howard, Christina Kadinger, Chris Keeling, Casey Kuczik. Released December 2012. Publisher (s): New Riders. ISBN: 9780133362688.

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Copy Editor: Rebecca Rider Production Editor: David Van ...

The book focuses on finite, individual principles rather than broader ideas and approaches. Richly designed with infographics, illustrations, and schematics, each principle is easy to understand and memorable. Game Design Principles is specifically designed to itemize, describe, and explain the principles behind the process of designing video ...

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100 principles of game design by Despain, Wendy

The Game Creation section is the longest in the book and every article is packed with practical information making it a useful reference to Game Genres, Game Pillars and House Rules. It discusses Brainstorming Methods, Flow, Risk Assessment, Supply and Demand, Synergy and Wayfinding and explains the principles of Metagames, Gestalt and the Core Gameplay Loop.

100 Principles of Game Design - I Programmer

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