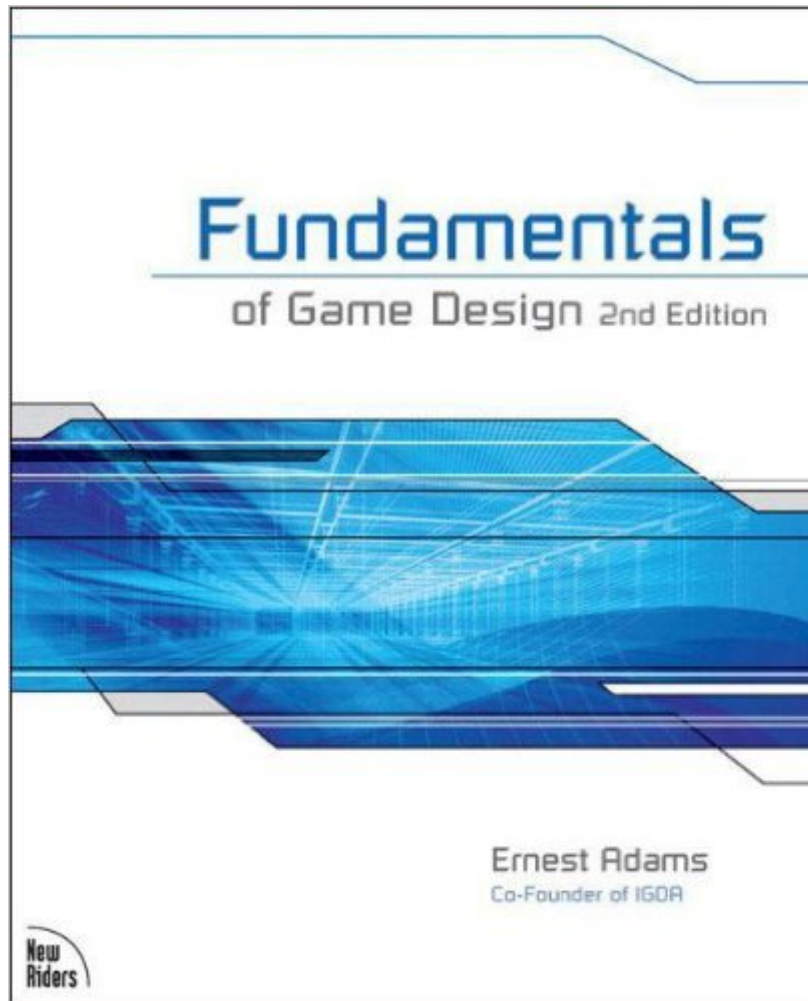# Fundamentals Of Game Design (2nd Edition)

Synopsis

To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industryâ ™s leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. 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. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. Youâ ™ll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a gameâ ™s look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a gameâ ™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.   â œErnest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design in-progress. He offers the best framework Iâ ™ve seen for thinking about the relationships between core mechanics, gameplay, and playerâ ”one that Iâ ™ve found useful for both teaching and research.â • â ” Michael Mateas, University of California at Santa Cruz, co-creator of FaÃ§ade

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Customer Reviews

This book is full of theory, which is good, but while it promises:- a complete and practical approach to game design- to teach you how to write a treatment, and a full design script- that it includes design worksheets... it doesn't deliver!The lack of design documents is its very weak point! They're supposed to be available for download from the publisher's website but they are not! In other words, if you register to the publisher's website you'll end up receiving promotional e-mails but no design documents.It is extremely difficult to apply the theory learned in the book to practice without having sample design documents to work with. Although, sample design documents can be found for free online, it is very difficult -and sometimes impossible- to match the layout of these samples to the theory learned in the book. So, there's no practical approach in the book, just theory...After contacting the publisher regarding the lack of availability of the design documents, the response came late and was unacceptable: "We decided not to provide design documents but include end-of-chapter design practice questions". Nevertheless, the book's description promises both "engaging end-of-chapter exercises", and "design worksheets" but the latter are just not delivered.What's more, the end-of-chapter design practice questions, which are supposed to lead someone to create the design documents(per communication with the publisher), are mostly theoretical and directed towards a college student,e.g. "Does my game require a physical dimension? What is it used for? Is it essential part of gameplay or merely cosmetic?",and "How much detail can I afford in my game? Will it be rich and varied or sparse and uncluttered?

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