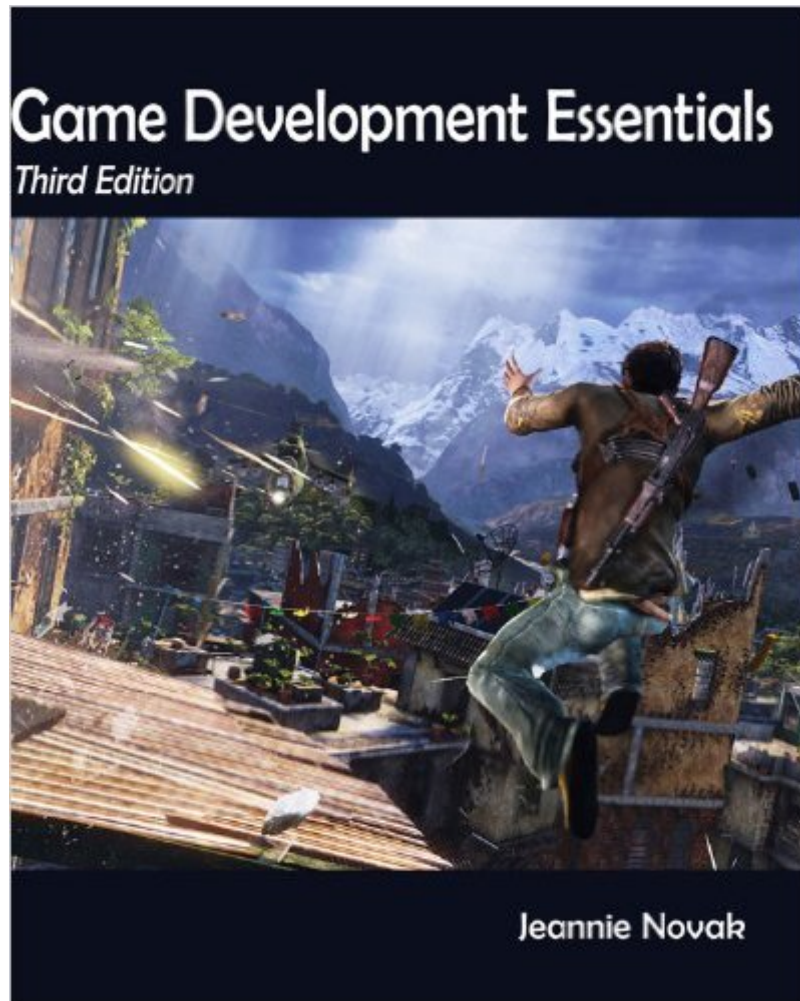


The book was found

Game Development Essentials: An Introduction



Synopsis

GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, 3E is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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Customer Reviews

First of all, who is this book for? When I first bought this book I thought I was in for a mind breaking tutorial or insight into game development, and considering all the great reviews, I think these expectations were completely normal. Reality is: the book will only teach you very, very essential stuff. So, if you already have any sort of experience in game development, or you have been a hardcore gamer looking to become a game developer, you probably know this stuff already. This book is great for teenagers who would love to become game developers or professionals in other areas looking to cross over. Still, if you are knowledgeable in gaming or game development, you may want to buy this book to formalize your knowledge into comprehensible data sets in your mind (this is how this book has served me the most), for the writing is clear, easily digestible, and the presentation of the whole deal is beautifully done. What does this book talk about? A lot of things! And this is one of the very best features of the book: it will guide you to every detail of game development, even if it offers very little information on some topics, so you won't stay completely ignorant with this book. It talks about: the target market, history of games, gameplay, storytelling, characters, marketing, development process, the development team, etc... By the end of this book you will feel good about your understanding of games, even if it is at a small extent, because now you feel that you have your feet on the ground. This is another great feature: it never talks about game development as something easy.

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