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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 ...

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100 principles of game design. Despain, Wendy. Game designers spend their lives solving extraordinary problems and facing mind-bending paradoxes. It's their job to make a meticulous plan for "spontaneous fun" players will want to experience over and over again. Pressure is heaped on with demands for innovation and blockbuster status.

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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