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Francois Dominic Laramee

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Everyone has their own idea of what good game design is, and this unique collection of articles provides a variety of different perspectives and ideas to consider in your designs. The articles are written by a diverse group of designers with varying levels of experience. Most of the key areas of game design are covered, and practical techniques and tools are included throughout. Each section begins with a broad overview of the topic and then includes a collection of ideas from other designers on how they think about or approach the subject. If you are just beginning in game design, you'll find useful information throughout the book, and if you're an experienced designer, you'll find new ideas to complement and compare with your own designs. Producers and managers will also benefit from the user community and managing a game development business sections. If you're interested in learning how other designers think about game design, you'll find plenty of great, and sometimes controversial, ideas to consider here!

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