The game designers practicing the Road: data-driven game design(Chinese Edition)

By MEI) Michael.E.Moore

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.The paperback. Pub Date: November 2012 Pages: 312 in Publisher: Machinery Industry Press the game designer practicing the Road: data-driven game design is a learning game design methods and techniques designed for game designers monograph. 25 years of practical experience in a senior game designer crystal. The book described a data-driven system design of the game mechanics. character design. set design. story design. motion design. location and items designed dialogue of the game design. level and map design. interface design. game data collection and settings. etc. The game designers compulsory skills. through a large number of examples to explain the depth role-playing game. the real-time strategy games. first-person shooter games. simulation games. and other mainstream game design methods. techniques. and best practices. The book is divided into three parts. a total of 12 chapters. The first part includes Chapters 1-3. brief game production cycle. the classification of the duties of the game designers. game play and game mechanics. and game production mathematics and logic game production cycle. from the basic level to explain the various elements. The second section...

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