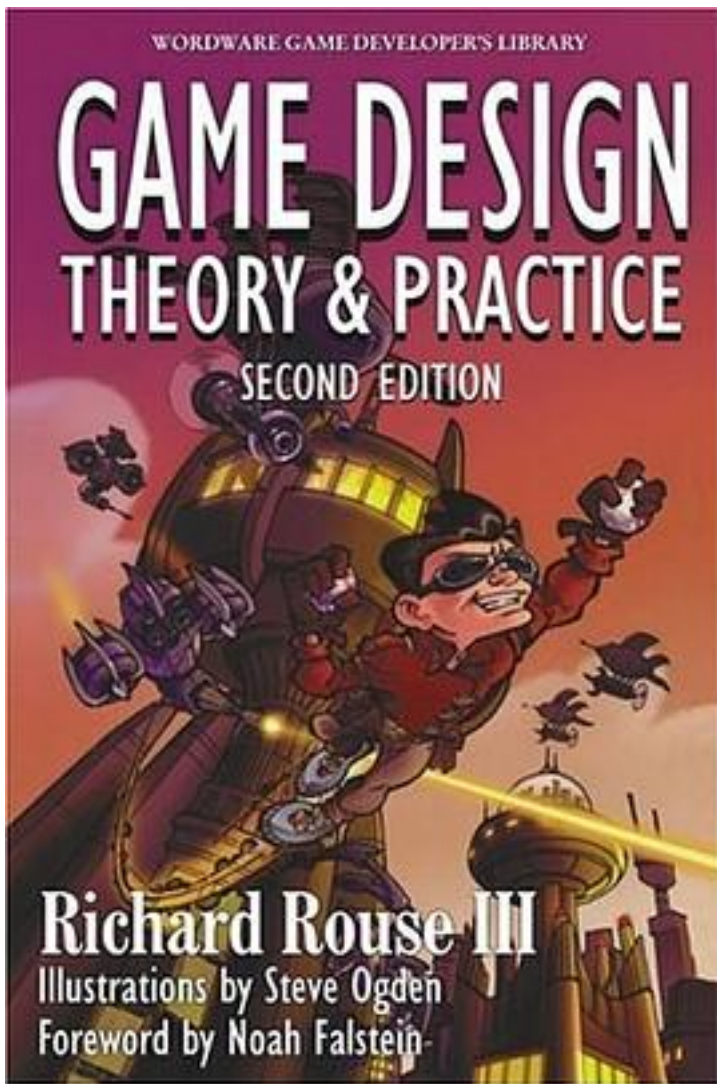


Game Design



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著者:Richard Rouse III

出版者:Wordware Publishing, Inc.

出版时间:2001-02-25

装帧:Paperback

isbn:9781556229121

In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse's own experience. Game Design: Theory & Practice, Second Edition thoroughly updates the popular original with new chapters and fully revised text.

作者介绍:

Richard Rouse III is design director at Surreal Software, a Midway Home Entertainment studio. Most recently, he was project lead, lead designer, and writer on the action-horror game The Suffering. His credits also include Drakan: The Ancients Gates, Centipede 3D, Damage Incorporated, and Odyssey: The Legend of Nemesis. Rouse has written about game design for publications including Game Developer, SIGGRAPH Computer Graphics, Develop, Gamasutra, MyVideoGames.com, and Inside Mac Games, and has spoken on game development numerous times at the Electronic Entertainment Expo.

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