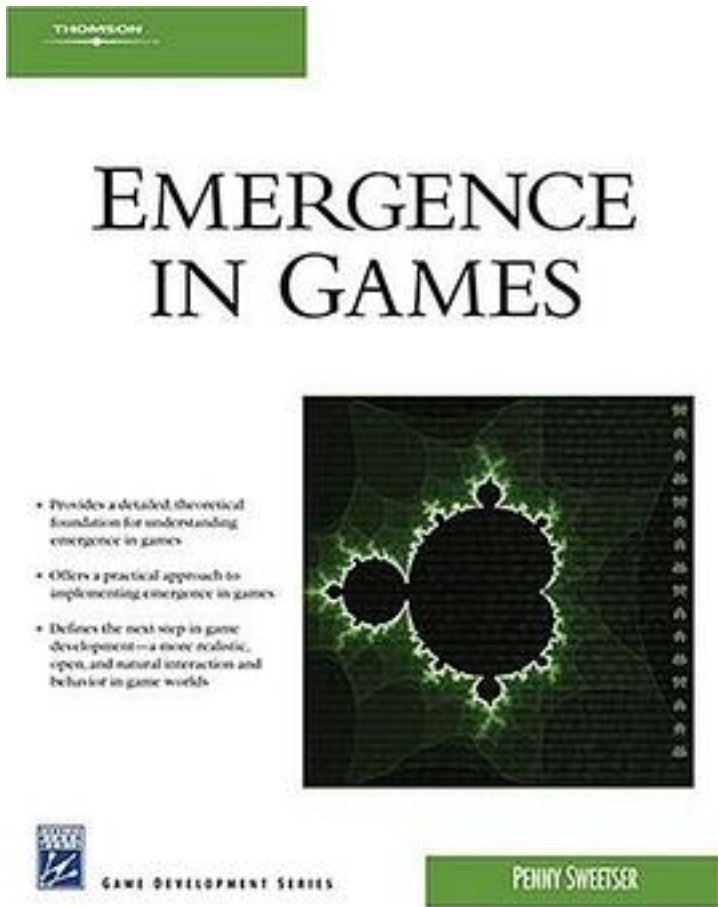


# Emergence in Games (Charles River Media Game Development)



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The future direction of game development is towards more flexible, realistic, and interactive game worlds. However, current methods of game design do not allow for

anything other than pre-scripted player exchanges and static objects and environments. An emergent approach to game development involves the creation of a globally designed game system that provides rules and boundaries for player interactions, rather than prescribed paths. Emergence in Games provides a detailed foundation for applying the theory and practice of emergence in games to game design. Emergent narrative, characters and agents, and game worlds are covered and a hands-on tutorial and case study allow the reader to put the skills and ideas presented into practice.

作者介绍:

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## 标签

游戏设计

game

游戏

programming

## 评论

前四章基本就是全书所有的内容，后面章节略显重复，如果之前完全没接触过这类游戏设计的可以去看下代码实现，否则大可略过。

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