Emergence in Games (Charles River Media Game Development)

THOMSON

EMERGENCE IN GAMES

- Provides a detailed theoretical foundation for understanding emergence in games
- Offers a practical approach to implementing emergency in games
- Defines the next step in game development—a more realistic, open, and natural interaction and behavior in game worlds





PENNY SWEETSER

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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 o globally designed game system that provides rules and boundaries for player interactions, rather than prescribed paths. Emergence in Games provides a detailed	ıf a
foundation for applying the theory and practice of emergence in games to game design. Emergent narrative, characters and agents, and game worlds are covered an hands-on tutorial and case study allow the reader to the put the skills and ideas presented into practice.	d a
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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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