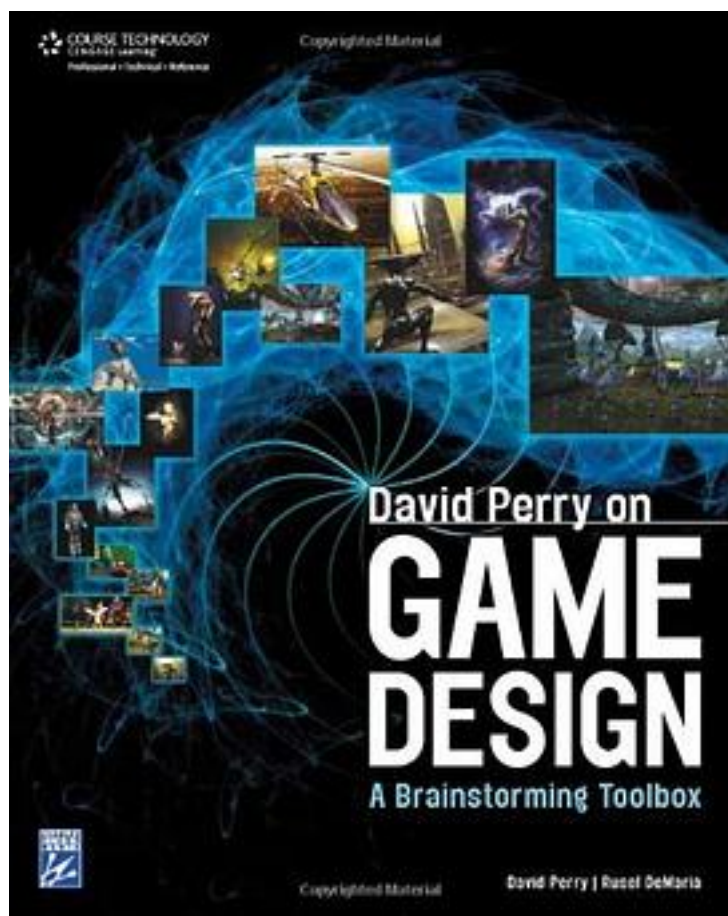


David Perry on Game Design



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Are you looking for practical, ready-to-use ideas to help you design more innovative and unique video games? "David Perry on Game Design: A Brainstorming Toolbox" is a brainstorming and strategy guide for game designers, filled with inspiration-generating tips that challenge you to create better games. Using their years of industry experience,

David Perry and Rusel DeMaria provide a wealth of ideas and possibilities to help you improve the entertainment value, quality, and success of your games. Designed to be used as a reference guide and brainstorming tool, the book is not software or technology specific, and it covers every aspect of video game design, including game types, storyline creation, character development, weapons and armor, game worlds, goals and rewards, obstacles, and more. You can work your way through the book from the beginning or focus on the topics that interest you. Filled with checklists and step-by-step brainstorming tools to help you flesh out your ideas, "David Perry on Game Design" will inspire and challenge you to find inventive solutions and improve the entertainment value of your games, making them fresh, innovative, and fun to play.

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评论

完全字典一般的工具书，不过非常有用。

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