

Game Development Essentials

Game Project Management



John Hight
Jeannie Novak

Game Development Essentials Game Project Management

Richard Lemarchand



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Game Development Essentials Michael E. Moore, Jeannie Novak, 2010 Written in a non technical manner **Game Development Essentials Game Industry Career Guide** is a valuable asset for anyone looking for a job not only in the game

industry but also in any field requiring technical expertise and creative talent

Marmalade SDK Mobile Game

Development Essentials Sean Scaplehorn, 2012-11-15 A practical tutorial that's easy to follow with lots of tips, examples and diagrams including a full game project that grows with each chapter. This book targets Professional and Indie game developers who want to develop games quickly and easily to run across a huge range of smartphones and tablets. You are expected to have some experience writing games using C on other platforms. Its aim is to show how to take your existing skills and apply them to writing games for mobile devices including iOS and Android by explaining the use of the Marmalade SDK. Familiarity with games and 3D graphics programming would be helpful. No knowledge of specific mobile SDKs such as iOS or Android is required.

Unity 3.x Game Development Essentials Will Goldstone, 2011-12-20 This book follows an informal demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time, working up to a full 3D mini game. You'll learn scripting with C or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

Project Management: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources, 2016-06-09 Organizations of all types are consistently working on new initiatives, product lines, or implementation of new workflows as a way to remain competitive in the modern business environment. No matter the type of project at hand, employing the best methods for effective execution and timely completion of the task at hand is essential to project success. *Project Management: Concepts, Methodologies, Tools, and Applications* presents the latest research and practical solutions for managing every stage of the project lifecycle. Emphasizing emerging concepts, real-world examples, and authoritative research on managing project workflows and measuring project success in both private and public sectors, this multi-volume reference work is a critical addition to academic, government, and corporate libraries. It is designed for use by project coordinators and managers, business executives, researchers, and graduate-level students interested in putting research-based solutions into practice for effective project management.

Game Development from Idea to Prototype (UTeM Press) Ibrahim Ahmad, Nazreen Abdullasim, 2020-01-09 *Game Development From Idea to Prototype* is a book that brings together several articles written by those who are engaged in the field of gaming technology, especially in the development of game applications or in the areas of research related to games. Each chapter in this book is written in order of content so that it is easy to understand. This book is a great reference and read for anyone interested in the game technology world. By emphasizing the theory and conceptual game development process, clear and detailed explanations are very helpful and informative to readers. It is hoped that this book will be useful in disseminating knowledge as well as a guide.

to readers *iOS 9 Game Development Essentials* Chuck Gaffney, 2015-11-06 Design build and publish an iOS game from scratch using the stunning features of iOS 9 About This Book Create storyboards in Xcode from concept to code and design Chalk out your game s overall navigation and structure Work with 2D and 3D game development tools Who This Book Is For This book is intended for game developers who wish to develop 2D and 3D games for iPhone and iPad If you are a developer from another platform or game engine such as Android or Unity a current iOS developer wishing to learn more about Swift and the latest features of iOS 9 or even if you are new to game development then this book is for you Some prior programming knowledge is recommended but not required What You Will Learn Familiarise yourself with both basic and advanced Swift game development code Understand the structure and flow of a typical iOS app Work with the SpriteKit framework to make 2D games sprites and overlays Discover 3D game development with SceneKit Visually design levels and game assets with XCode 7 s latest features Explore the concept of component based structuring with iOS 9 s Gameplaykit Beta test and publish your game with iTunes Connect In Detail Game development has always been a combination of programming and art and mobile game development is no exception to this rule The iOS platform has been both a staple in the ever growing mobile game market as well as a launching point for many game developers hobby and career wise The features and frameworks available in iOS 9 continue to cater to the synergy of design and computer engineering using tools that allow developers to take a game idea from concept to application in record time Whether you are new to iOS and game development as a whole or are an experienced programmer wanting to learn the latest features of the platform iOS 9 Game Development Essentials will provide you with crucial insight into this widely used platform Starting with the Swift programming language this book gets the ball rolling with code concepts and game centric code samples right from the get go giving you get a solid understanding of Apple s cutting edge programming language The book takes you through iOS game development concepts and introduces the various frameworks that allow you to develop robust reusable and intelligent game components in both 2D and 3D game environments Style and approach This book is a step by step guide into the code and concepts of iOS apps Each chapter contains diagrams that showcase the features of the platform along with code samples from Apple and code samples exclusive to this book Game Development Tool Essentials Paula Berinstein, Remi Arnaud, Alessandro Ardolino, Simon Franco, Adrien Herubel, John McCutchan, Nicusor Nedelcu, Benjamin Nitschke, Don Olmstead, Fabrice Robinet, Christian Ronchi, Rita Turkowski, Robert Walter, Gustavo Samour, 2014-06-14 Game Development Tool Essentials provides must have tips and tricks from industry professionals for strengthening and streamlining your game tools pipeline Everyone knows the game tools pipeline is important but in the current environment of shrinking budgets and increased time pressure developers often have to settle for inefficient ad hoc messy pipelines This unique book will break you out of that cycle The practical expert insights contained within will enable you to work faster and more efficiently so you can spend more time making cool things Game Development Tool Essentials pools the knowledge and experience of working

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Building an RPG with Unreal Steve Santello, Alan R. Stagner, 2016-01-28 Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C Blueprints and UMG to create a role playing game RPG efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective step by step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG you are this book s target reader The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level What You Will Learn Program gameplay elements in C in Unreal Create custom game data for entities such as players and enemies Create a turn based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world developers are looking for the best ways of creating games of any genre in the engine This book will lay out the foundation of creating a turn based RPG in Unreal Engine 4 The book starts by walking you through creating a turn based battle system that can hold commands for party members and enemies You ll get your hands dirty by creating NPCs such as shop owners and important mechanics that make up every RPG such as a currency system inventory dialogue and character statistics Although this book specifically focuses on the creation of a turn based RPG there are a variety of topics that can be utilized when creating many other types of genres By the end of the book you will be able to build upon core RPG framework elements to create your own game experience Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG By the end of the book you will have considerably leveled up your ability to make your own game

Mobile Game Design Essentials Dr. Claudio Scolastici, David Nolte, 2013-11-21 A step by step guide This book is for all game developers designers and hobbyists who want to create assets for mobile games

Agile Game Development Clinton Keith, 2020-07-02 The definitive guide to more effective and personally fulfilling game development with Agile Methods now revamped to reflect ten more years of experience and improvements Game development is in crisis facing bloated budgets impossible schedules unmanageable complexity and death march overtime It s no wonder so many development studios are struggling to survive Fortunately there is a solution Agile and Lean methods have revolutionized development in the game development industry In Agile Game Development long time game developer and consultant Clinton Keith shows exactly how these methods have been

successfully applied to the unique challenges of modern game development Clint has spent more than 25 years developing games and training and coaching hundreds of game development teams Drawing on this unparalleled expertise he shows how teams can use the practices of Scrum and Kanban customized to game development to deliver games more efficiently rapidly and cost effectively craft games that offer more entertainment value and make life more fulfilling for development teams at the same time Contains several new chapters on live games leadership and coaching including an all new section on Agile for large teams of up to 1000 developers Updates to all chapters to reflect a decade of experience with more than 200 studios Now covering Kanban and other Agile approaches alongside Scrum Understanding Agile goals roles and practices in the context of game development Discovering how Agile benefits every specialty in game development from art to QA Communicating and planning your game s vision features and progress Game developers and leaders are recognizing the modern challenges of gaming Game development organizations need a far better way to work Agile Game Development gives them that and brings the profitability creativity and fun back to game development

Cocos2D Game Development Essentials Ben Trengrove,2015-01-23 If you are a game developer with experience in Objective C and are interested in creating games for iOS or Android this is the book for you It will help you to quickly get started with Cocos2D and guide you through the process of creating a game giving you the essential skills and knowledge you need to do so

Game Design Issues, Trend and Challenges (UTeM Press) Ibrahim Ahmad,Nazreen Abdullasim,2019-01-10 Game Design Issues Trend and Challenges is a book of chapter containing articles written by some authors who have been involved in research related to game design The contents of this book begins with the presentation of issues in game design in the game design trend and end up with challenges in game design in the future This book is expected to be a reference to students researchers and individuals involved directly in the game design industry or who are interested in the field of game development

A Playful Production Process Richard Lemarchand,2021-10-12 How to achieve a happier and healthier game design process by connecting the creative aspects of game design with techniques for effective project management This book teaches game designers aspiring game developers and game design students how to take a digital game project from start to finish from conceptualizing and designing to building playtesting and iterating while avoiding the uncontrolled overwork known among developers as crunch Written by a legendary game designer A Playful Production Process outlines a process that connects the creative aspects of game design with proven techniques for effective project management The book outlines four project phases ideation preproduction full production and post production that give designers and developers the milestones they need to advance from the first glimmerings of an idea to a finished game

Serious Games André Thomas,Michelle Meyer,Markus Zank,2025-12-02 This book constitutes the refereed proceedings of the 11th Joint International Conference on Serious Games JCSG 2025 held in Lucerne Switzerland during December 4 5 2025 The 14 full papers 5 short papers 16 other papers included in this book were carefully reviewed and selected from 47 submissions The conference covers a wide range

from artificial intelligence applications in games educational technologies healthcare and wellbeing applications extended reality implementations user experience design accessibility and inclusion considerations and impact studies measuring learning effectiveness The conference theme for 2025 focused on Target Audience

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