

Fundamentals

of Puzzle and Casual
Game Design



Ernest Adams
President of the IGDA

Fundamentals Of Puzzle And Casual Game Design Ernest Adams

Lingjun Ying



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Fundamentals of Game Design, Second Edition Ernest Adams, 2009 To create a great video game you must start with a solid game design A well designed game is easier to build more entertaining and has a better chance of succeeding in the marketplace Here to teach you the essential skills of player centric game design is one of the industry's leading authorities who offers a first hand look into the process from initial concept to final tuning Now in its second edition this updated classic reference by Ernest Adams offers a complete and practical approach to game design and includes material on concept development gameplay design core mechanics user interfaces storytelling and balancing In an easy to follow approach Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one You'll learn how to Define the challenges and actions at the heart of the gameplay Write a high concept document a treatment and a full design script Understand the essentials of user interface design and how to define a game's look and feel Design for a variety of input mechanisms including the Wii controller and multi touch iPhone Construct a game's core mechanics and flow of resources money points ammunition and more Develop appealing stories game characters and worlds that players will want to visit including persistent worlds Work on design problems with engaging end of chapter exercises design worksheets and case studies Make your game accessible to broader audiences such as children adult women people with disabilities and casual players Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design expressed as practical lessons that can be immediately applied to a design in progress He offers the best framework I've seen for thinking about the relationships between core mechanics gameplay and player one that I've found useful for both teaching and research Michael Mateas University of California at Santa Cruz co creator of Fa ade

Fundamentals of Sports Game Design Ernest W. Adams, 2014

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Casual and Social Games Ernest Adams,Martha Sapeta,2013-08-15 Learn casual game design in depth with an emphasis on Facebook and other social network games The book covers everything from the initial game production to maintaining a live game and focuses on the challenges of designing casual live games versus more hardcore PC and console titles

Game Mechanics Ernest Adams,Joris Dormans,2012 Game mechanics the rules and systems that govern the functional behavior of a game lie at the heart of all game design The mechanics implement the living world of the game they generate active challenges for players to solve in the game world and they determine the effects of the players actions on that world Here to teach game designers and students the essentials of game mechanics are two leading authorities in game design Readers will learn how to craft mechanics that generate challenging enjoyable and well balanced gameplay They ll learn how to visualise and simulate game mechanics in order to design better games and learn at what stages to prototype test and implement mechanics in games

Fundamentals of Construction and Simulation

Game Design Ernest Adams,2013-12-27 You understand the basic concepts of game design gameplay user interfaces core mechanics character design and storytelling Now you want to know how to apply them to the construction and simulation game genre This focused guide give you exactly what you need It walks you through the process of designing for the construction and simulation genre and shows you how to use the right techniques to create fun and challenging experiences for your players

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