Game Development Essentials An Introduction 3rd Edition

jQuery Game Development EssentialsGame Programming PatternsGame Development EssentialsGame Development Tool EssentialsSams Teach Yourself Android Game Programming in 24 HoursGame Development Essentials: Mobile Game DevelopmentGame development essentialsC++ Game Development PrimerGame Development EssentialsGame Development EssentialsUnreal Engine 4 AI Programming EssentialsGame Development Essentials: Game Artificial IntelligenceGame Development EssentialsLearning Android Game DevelopmentGame Development Essentials: Game Interface DesignUnity 3.x Game Development EssentialsAugmented Reality Game DevelopmentFundamentals of Game DevelopmentUnderstanding Video GamesGame User Experience EvaluationGame Development and ProductionUnity Game Development in 24 Hours, Sams Teach YourselfGame Development Essentials: An IntroductionMostly Codeless Game DevelopmentGame Programming with Unity and C#Game Development Essentials: An IntroductionUnity 3D and PlayMaker EssentialsEssentials of Game TheorySams Teach Yourself Unity Game Development in 24 HoursPolished Game DevelopmentGame Development Essentials: Online Game DevelopmentGame Development EssentialsGame Audio DevelopmentAgile Game Development with Scrum (Adobe Reader)Video Game DesignUnity 2017 Game Development Essentials, Third EditionUnity Game Development EssentialsLearning Stencyl 3.x Game Development Beginner's GuideUnreal Engine 4 Game Development EssentialsIntroduction to Game Design, Prototyping, and Development

jQuery Game Development Essentials

Designed for beginners with no knowledge or experience in game development or programming, this book teaches the essentials of the Unity game engine,the C# programming language, and the art of object-oriented programming. New concepts are not only explained, but thoroughly demonstrated. Starting with an introduction to Unity, you'll learn about scenes, GameObjects, prefabs, components, and how to use the various windows to interact with the engine. You'll then dive into the fundamentals of programming by reviewing syntax rules, formatting, methods, variables, objects and types, classes, and inheritance, all while getting your hands dirty writing and testing code yourself. Later, the book explains how to expose script data in the Inspector and the basics of Unity's serialization system. This carefully crafted work guides you through the planning and development of bare bones, simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way, allowing you to focus on the implementation of game mechanics first and foremost. Through these example projects, the book teaches input handling, rigidbodies, colliders, cameras, prefab instantiation, scene loading, user interface design and coding, and more. By the end, you'll have built a solid foundation in programming that will pave your way forward in understanding core C# syntax and fundamentals of object-oriented programming—not just what to type but why it's typed and what it's really doing. Game Programming with Unity and C# will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to

independently seek further information on yet-untouched concepts and challenges. What You'll Learn Understand the fundamentals of object-oriented computer programming, including topics specifically relevant for games. Leverage beginner-to-intermediate-level skills of the C# programming language and its syntax. Review all major component types of the Unity game engine: colliders and rigidbodies, lights, cameras, scripts, etc. Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences. Who This Book Is For Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills.

Game Programming Patterns

Learn the art of making Android games and turn your game development dreams into reality About This Book Leverage the latest features of Android N to create real-world 2D games Architect a 2D game from scratch and level up your Android game development skill Transition from developing simple 2D games to 3D games using basic Java code Who This Book Is For If you are a mobile developer who has basic Java programming knowledge, then this book is ideal for you. Previous Android development experience is not needed; however, basic mobile development knowledge is essential. What You Will Learn Understand the nuts and bolts of developing highly interactive and interesting games for Android N Link the interface to the code used in games through simple methods Interact with the images on the screen and also learn to animate them Set and save the game state and save high scores, hit points, and so on for your games Get a grasp of various collision techniques and implement the bounding box technique Convert your 2D games to 3D games using Android N Get an understanding of the process of UI creation using Android Studio In Detail In this book, we'll start with installing Android studio and its components, and setting it up ready for Android N. We teach you how to take inputs from users, create images and interact with them, and work with sprites to create animations. You'll then explore the various collision detection methods and use sprites to create an explosion. Moving on, you'll go through the process of UI creation and see how to create buttons as well as display the score and other parameters on screen. By the end of the book, you will have a working example and an understanding of a 2D platform game like Super Mario and know how to convert your 2D games to 3D games. Style and approach This easy-to-understand guide follows a step-by-step approach to building games, and contains plenty of graphical examples for you to follow and grasp quickly, giving you the chance to implement the concepts practically.

Game Development Essentials

C++ is the language behind most of today's computer games. This 96-page C++ Game Development Primer takes you through the accelerated process of writing games for otherwise experienced C++ programmers. After reading this book, you'll have the fundamental know-how to become a successful and profitable game applications developer in today's increasingly competitive indie game marketplace. For those looking for a quick introduction to C++ game development and who have good skills in C++, this will get you off to a fast start. C++ Game Development Primer is based on Learn C++ for Game Development by the same

author, giving you the essentials to get started in game programming without the unnecessary introduction to C++.

Game Development Tool Essentials

Learn the things you need for a complete game, such as translations and tutorials, and improve the things you've already written to raise their standard to a professional level. This is a practical guide covering every discipline: art, music, writing, and code. In the case of the latter, code examples are included to demonstrate how to implement functionality to make the game shine. Polished Game Development acts as a comprehensive checklist of everything your game should, and should not, do, in order to be as good as it possibly can. It is more than just a book on theoretical game design principles. Explains the difference between a pet project, and a professional one. Covers how to test for the problems and bugs you don't know you'll have. Details simple, but effective, visual improvements that can be done with very little effort. Regardless of platform (web, mobile, or console), or language (C++, C#, JavaScript) there is a wealth of common (and specific) tips within these pages that will enable you to make the most professional games you can. What You Will Learn Learn what essential elements are often missed Stay on-brand, visually and verbally Use audio to enhance your game Improve game balance Test effectively Who This Book Is For Game developers looking for a guide and checklist on how to get their game finished to the highest possible standards. They will know how to write a game, and get it released, but not necessarily how to make it shine. They will be professional developers, indies, university students and graduates.

Sams Teach Yourself Android Game Programming in 24 Hours

Understanding Video Games is a crucial guide for newcomers to video game studies and experienced game scholars alike. This revised and updated third edition of the pioneering text provides a comprehensive introduction to the field of game studies, and highlights changes in the gaming industry, advances in video game scholarship, and recent trends in game design and development—including mobile, casual, educational, and indie gaming. In the third edition of this textbook, students will: Learn the major theories and schools of thought used to study games, including ludology and narratology; Understand the commercial and organizational aspects of the game industry; Trace the history of games, from the board games of ancient Egypt to the rise of mobile gaming; Explore the aesthetics of game design, including rules, graphics, audio, and time; Analyze the narrative strategies and genre approaches used in video games; Consider the debate surrounding the effects of violent video games and the impact of "serious games." Featuring discussion questions, recommended games, a glossary of key terms, and an interactive online video game history timeline, Understanding Video Games provides a valuable resource for anyone interested in examining the ways video games are reshaping entertainment and society.

Game Development Essentials: Mobile Game Development

Game Development Essentials is the only four-color text in the market that offers a

comprehensive introduction on game project management in an informal and accessible style, while concentrating on both theory and practice. Game Development Essentials is the only four-color text in the market that offers a comprehensive introduction on game project management in an informal and accessible style, while concentrating on both theory and practice.

Game development essentials

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! 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. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum 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. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game development Communicating and planning your game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

C++ Game Development Primer

Video Game Design is a visual introduction to integrating core design essentials, such as critical analysis, mechanics and aesthetics, prototyping, level design, into game design. Using a raft of examples from a diverse range of leading international creatives and award-winning studios, this is a must-have guide for budding game designers. Industry perspectives from game industry professionals provide fascinating insights into this creative field, and each chapter concludes with a workshop project to help you put what you've learnt into practice to plan and develop your own games. With over 200 images from some of the best-selling, most creative games of the last 30 years, this is an essential introduction to industry practice, helping readers develop practical skills for video game creation.

This book is for those seeking a career making video games as part of a studio, small team or as an independent creator. It will guide you from understanding how games engage, entertain and communicate with their audience and take you on a journey as a designer towards creating your own video game experiences. Interviewees include: James Portnow, CEO at Rainmaker Games Brandon Sheffield, Gamasutra.com/Game Developer magazine Steve Gaynor, co-founder The Fullbright Company (Gone Home) Kate Craig, Environment Artist. The Fullbright Company (Gone Home) Adam Saltsman, creator of Canabalt & Gravity Hook Jake Elliott & Tamas Kemenczy, Cardboard Computer (Kentucky Route Zero) Tyson Steele, User Interface Designer, Epic Games Tom Francis, Game Designer, Gunpoint & Floating Point Kareem Ettouney, Art Director, Media Molecule. Little Big Planet 1 & 2, Tearaway. Kenneth Young, Head of Audio, Media Molecule Rex Crowle, Creative Lead, Media Molecule

Game Development Essentials

Covering the complex topic of game interface design, GAME DEVELOPMENT ESSENTIALS: GAME INTERFACE DESIGN, is back with an all new Second Edition. This comprehensive introductory text immerses readers in the foundation, theory, and practice of interface creation, while including interviews with working professionals, examples from every gaming era and many genres, and hundreds of screenshots from contemporary games. Also featured are an expanded practice section with a wide variety of real world design examples, coverage of interface design for mobile and motion-sensing devices, multiplayer games, and much more. Readers will explore everything from the history of game interface design and basic design theories to practical strategies for creating winning, interactive interfaces and user experiences. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Game Development Essentials

One CD-ROM disc in pocket.

Unreal Engine 4 AI Programming Essentials

A handbook for game development with coverage of both team management topics, such as task tracking and creating the technical design document, and outsourcing strategies for contents, such as motion capture and voice-over talent. It covers various aspects of game development.

Game Development Essentials: Game Artificial Intelligence

Written by experts with years of gaming industry experience developing today's most popular games, Game Development Essentials: Game Artificial Intelligence provides an engaging introduction to real world game artificial intelligence techniques. With a clear, step-by-step approach, the book begins by covering artificial intelligence techniques that are relevant to the work of today's developers. This technical detail is then expanded through descriptions of how

these techniques are actually used in games, as well as the specific issues that arise when using them. With a straightforward writing style, this book offers a guide to game artificial intelligence that is clear, relevant, and updated to reflect the most current technology and trends in the industry. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Game Development Essentials

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. Not only does it discuss what skills game companies need, it also gives extensive advice and insights on writing a solid r?sum?, building a portfolio that will attract game companies, and preparing for telephone and personal interviews.

Learning Android Game Development

Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

Game Development Essentials: Game Interface Design

A step-by-step, practical tutorial with a no-nonsense approach. The book starts by showing readers how to create a playable game that is fully-functioning, then moves on to demonstrate how to fine-tune the game with eye-catching graphics techniques, audio-effects and more.This book is for indie and existing game developers and those who want to get started with game development using Stencyl. Some understanding of Objective-C, C++, and game development basics is recommended. People with some programming experience may also find this book useful.

Unity 3.x Game Development Essentials

Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro-level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques, but no previous knowledge of Unity is required. Some basic programming knowledge would be desirable, but the book is an introduction to the topic. The book is also suitable for experienced developers new to GIS or GPS development. What You Will Learn Build a location-based augmented reality game called Foodie Go Animate a player's avatar on a map Use the mobile device's camera as a game background Implement database persistence with SQLLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game, inventory, menu, and settings Perform location and content searches against the Google Places API Enhance the game's mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location-based augmented reality games is upon us. They have been around for a few years, but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand. Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality (AR) mobile games and meet this demand! If you are keen to develop virtual reality games with the latest Unity 5 toolkit, then this is the book for you. The genre of location-based AR games introduces a new platform and technical challenges, but this book will help simplify those challenges and show how to maximize your game audience. This book will take you on a journey through building a location-based AR game that addresses the core technical concepts: GIS fundamentals, mobile device GPS, mapping, map textures in Unity, mobile device camera, camera textures in Unity, accessing location-based services, and other useful Unity tips. The technical material also discusses what is necessary for further development to create a multiplayer version of the game. At the end, you will be presented with troubleshooting techniques in case you get into trouble and need a little help. Style and approach This book shows you how to create every step of the game and gives practical examples.

Augmented Reality Game Development

Evaluating interactive systems for their user experience (UX) is a standard approach in industry and research today. This book explores the areas of game design and development and Human Computer Interaction (HCI) as ways to

understand the various contributing aspects of the overall gaming experience. Fully updated, extended and revised this book is based upon the original publication Evaluating User Experience in Games, and provides updated methods and approaches ranging from user- orientated methods to game specific approaches. New and emerging methods and areas explored include physiologically- orientated UX evaluation, user behaviour, telemetry based methods and social play as effective evaluation techniques for gaming design and evolving user-experience. Game User Experience Evaluation allows researchers, PhD students as well as game designers and developers to get an overview on available methods for all stages of the development life cycle.

Fundamentals of Game Development

GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, International Edition is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development.With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

Understanding Video Games

Go through 3D game development techniques using Unity Key Features Kick-start your game development carrer and build ready-to-play 2D and 3D games with ease Understand the key concepts in game design including scripting, physics, instantiation, particle effects, and more Build games that run on desktop, mobile, and the web Book Description Unity is the most popular game engine among Indie developers, start-ups, and medium to large independent game development companies. This book is a complete exercise in game development covering environments, physics, sound, particles, and much more--to get you up and running with Unity rapidly. In this informal guide, you'll get to grips with the basics of game development, starting off with using C# for scripting. You'll get the hang of Unity's development environment and will be able to set up the required assets for your frst 2D game. You'll work on animating your player and getting it to move in the 2D environment. Next, you'll see how to build the game in 3D, making use of Unity's new 3D animation system. After building a beautiful 3D environment for the game, you'll work with the latest physics system that Unity has to offer and will make your assets interactive. You'll induce artifcial intelligence into the enemies and develop a mechanism to hit them with rocks and punches. Once you've made things pretty with the particle system, you'll move on to optimize the game, adding a cross-platform ready UI, and publishing your game across multiple platforms. You'll walk away with a cool 2D parallax side parallax game and an even cooler

third-person 3D adventure game, but most importantly, with the confdence to build your own games. What you will learn Script games using C# Build your very first 2D and 3D games Work through the key concepts in game development such as animations, physics, and scripting Test and optimize your games to attain great performance Create fully functional menus, HUDs, and UI Create player character interactions with AI and NPC Who this book is for Who this book is written for: 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.

Game User Experience Evaluation

In just 24 sessions of one hour or less, Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android 4. Using a straightforward, step-by-step approach, you'll gain hands-on expertise with the entire process: from getting access to the hardware via the Android SDK to finishing a complete example game. You'll learn to use the Android SDK and open source software to design and build fast, highly playable games for the newest Android smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Android game programming tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master's in Information Systems Management. His portfolio site at http://www.jharbour.com includes a discussion forum. He also authored Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours. His love of science fiction led to the remake of a beloved classic video game with some friends, resulting in Starflight—The Lost Colony (http://www.starflightgame.com). Learn how to… Install and configure the free development tools, including the Android 4 SDK, Java Development Kit, and Eclipse (or NetBeans) Use the Android graphics system to bring your game characters to life Load and manage bitmaps, and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the accelerometer, gyroscope, compass, light detector, and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object-oriented programming techniques using inheritance and data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written

Game Development and Production

Game Development Essentials: An Introduction, 2nd Edition offers a thorough and insightful introduction to the game development industry, with industry updates that will keep readers current and well-prepared for a career in the field. The book begins with a highly informative chapter on the evolution of game development, providing a historical context for later chapters, and moves on to examine content creation and the concepts behind the development of story, character, environment, level design, user interface, and sound. With the same engaging writing style and examples that made the first edition so popular, this new edition features expanded coverage of today's hottest topics - such as next-generation platforms (Xbox 360, PS3, and Wii), level design, interface design, project management, serious games, game accessibility, and online social networks. New game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

Unity Game Development in 24 Hours, Sams Teach Yourself

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Game Development Essentials: An Introduction

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

Mostly Codeless Game Development

Explore a comprehensive examination of the art and technology of one of the fastest-growing segments of the game industry with GAME DEVELOPMENT ESSENTIALS: MOBILE GAME DEVELOPMENT. This ground breaking text walks students through the overall process of designing videogames and applications for mobile and handheld hardware. Through coverage of team building, production,

QA and a look at the black box of the publication process both for independent and publisher backed studios; students learn the entire development process from initial concept to game design. Utilizing real-life examples, interviews and advice from developers already well established in the mobile industry, MOBILE GAME DEVELOPMENT serves as the 'how to' guide for students looking to break into the mobile game development industry. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Game Programming with Unity and C#

Written as a concise yet practical guide with an explicit focus on utilizing jQuery for game development, you'll learn how to create stunning games that look great without the hassle of learning about a complex game engine in the process.Knowledge of JavaScript and jQuery as well as basic experience with frontend development is all you need to start making games in a matter of hours with this essential guide. Whilst also suitable for those who simply want to start making games with jQuery, it's specifically targeted at web developers that want to experiment with and utilize their existing skills.

Game Development Essentials: An Introduction

Written by veterans who are currently working in the game industry, Fundamentals of Game Development is unique because it provides the practical aspects of the processes involved in developing and completing game projects. Using examples and exercises, this book provides a hands-on approach that walks the reader through the entire process of developing a game from concept to completion. Ideal for introductory game development and game production courses the book covers history, game genre, design, story-telling, character creation, pre-production, code release, career descriptions, and more.

Unity 3D and PlayMaker Essentials

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Essentials of Game Theory

In introducing new students to video game development, there are two crucial components to consider: design and implementation. Unity 3D and PlayMaker Essentials: Game Development from Concept to Publishing provides theoretical background on topics such as characters, stories, level design, interface design, audio, game mechanics, and tools and skills needed. Each chapter focuses on a specific topic, with topics building upon each other so that by the end of the book you will have looked into all the subjects relevant to creating your own game. The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker. Download boxes are included throughout the book where you can get the version of the game project under discussion or other content to add to the project, as well as

any supplementary video tutorials that have been developed. Addressing both theoretical and practical aspects, Unity 3D and PlayMaker Essentials enables you to understand how to create a game by having you make a game. By gradually completing your own design document through the course of the book, you will become familiar with core design principles while learning the practical skills needed to bring your unique game to life.

Sams Teach Yourself Unity Game Development in 24 Hours

Create responsive and intelligent game AI using Blueprints in Unreal Engine 4 About This Book Understand and apply your Game AI better through various projects such as adding randomness and probability, and introducing movement Configure and debug Game AI logic using multiple methodologies Bridge the gap between your knowledge and Game AI in Unreal Engine 4 Who This Book Is For This book is for programmers and artists who want to expand their knowledge of Game AI in relation to Unreal Engine 4. You are recommended to have some experience of exploring Unreal Engine 4 prior to this book because we jump straight into Game AI. What You Will Learn Understand the fundamental components of Game AI within Unreal Engine 4 Skillfully introduce Game AI within Unreal Engine 4 Configure, customize, and assign Navigation and AI components to your pawn Create, debug, and analyze Game AI behavior Design responsive Game AI using the Behavior Tree methodology Create smart objects designed to interact with AI Utilize advanced AI features within your project to maximize the user experience In Detail Unreal Engine is a powerful game development engine that provides rich functionalities to create 2D and 3D games. Developers have the opportunity to build cross-platform mobile and desktop games from scratch. This book will show you how to apply artificial intelligence (AI) techniques to your Unreal project using blueprints as your scripting language. You will start with an introduction to AI, and learn how it is applied to gaming. Then you'll jump right in and create a simple AI bot and apply basic behaviors to allow it to move randomly. As you progress, you'll find out how to implement randomness and probability traits. Using NavMesh, you will impart navigation components such as character movement, MoveTo nodes, settings, and world objects, and implement Behavior Trees. At the end of the book, you will troubleshoot any issues that might crop up while building the game. Style and approach This easy-to-follow project-based guide throws you directly into the excitement of Game AI in an approachable and comprehensive manner.

Polished Game Development

Game Development Essentials: Game Testing & QA, International Edition explains the history of testing, basic and advanced techniques, educational background, and available online resources on testing. With Game Development Essentials: Game Testing & QA, dedicated gamers can learn what it takes to become a professional, well-paid QA or production testers – entering the game industry from the front door. Through first-hand experience and deep research, the authors shed light on the history of testing, basic and advanced techniques, job-hunting, and moving up in the ladder of game development.

Game Development Essentials: Online Game Development

"Create game audio from the ground up with this comprehensive, multi-faceted resource designed to meet the needs of both beginners and industry professionals. Came Audio Development tackles the complex world of audio by addressing the three major game audio disciplines; music composition, sound effects creation, and dialogue recording. It begins by providing readers with a solid background and history of the discipline and then shows how to coordinate the associated equipment, techniques, and skills to produce effective audio that will enhance the game experience." --Book Jacket.

Game Development Essentials

Game theory is the mathematical study of interaction among independent, self-interested agents. The audience for game theory has grown dramatically in recent years, and now spans disciplines as diverse as political science, biology, psychology, economics, linguistics, sociology, and computer science, among others. What has been missing is a relatively short introduction to the field covering the common basis that anyone with a professional interest in game theory is likely to require. Such a text would minimize notation, ruthlessly focus on essentials, and yet not sacrifice rigor. This Synthesis Lecture aims to fill this gap by providing a concise and accessible introduction to the field. It covers the main classes of games, their representations, and the main concepts used to analyze them.

Game Audio Development

A complete beginner's guide to game development with the powerful Unity game engine. CS Instructor and game designer, Mike Geig, offers a do-it-yourself approach to game development - with all of the main essentials covered. In just 24 hours, learn how to get started developing games with Unity with a hands-on and modular approach. Each chapter covers an essential component of the game development process, illustrated with sample projects, and including full source code, all 3rd party art assets (textures, fonts, models), and all 3rd party sound assets.

Agile Game Development with Scrum (Adobe Reader)

GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, 3E is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development

techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Video Game Design

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.

Unity 2017 Game Development Essentials, Third Edition

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 developers over four critical aspects of the game tools pipeline: asset and data management, geometry and models, Web tools, and programming. Within those sections, you will learn cutting-edge techniques on essential subjects such as COLLADA rendering, exporting and workflow; asset management and compiler architecture; and moving tools to the cloud. If you're a game developer, you need Game Development Tool Essentials. Covers readily available tools and tools developers can build themselves. Presents 96 code samples, 81 illustrations, and end-of-chapter references. Special chapter on moving tools to the cloud.

Unity Game Development Essentials

With an innovative, business-model approach, Game Development Essentials: Online Game Development provides the essentials needed to achieve long-term success with Massively Multiplayer Online Games (MMOGs). This book takes a significant and valuable departure from traditional game development books by addressing MMOG development as a complex, multi-faceted, service-oriented business, instead of focusing solely on technical, artistic, or design techniques. The resulting multi-dimensional focus allows readers to design their game and organize their development process with the entire business in mind. Coverage includes the key differences between single player games and MMOGs, as well as how the various components of the development process, such as the business model,

marketing plan, gaming community and technical constraints, influence one another and determine the success of the MMOG. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Learning Stencyl 3.x Game Development Beginner's Guide

GAME DEVELOPMENT ESSENTIALS: AN INTRODUCTION, 3E is an authoritative, industry-driven introduction to the world of game development, with updates that keep readers current and well-prepared for a successful career in the field. This book not only examines content creation and the concepts behind development, but it also give readers a background on the evolution of game development and how it has become what it is today. GAME DEVELOPMENT ESSENTIALS also includes chapters on project management, development team roles and responsibilities, development cycle, marketing, maintenance, and the future of game development. With the same engaging writing style and examples that made the first two editions so popular, this new edition features all the latest games and game technology. Coverage of new game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Unreal Engine 4 Game Development Essentials

Get a head start in your game development career with this all-genre guide for absolute beginners. Whether you're into action games, role-playing games, or interactive fiction, we've got you covered. Mostly Codeless Game Development empowers new developers with little or no previous programming experience and explores all major areas of game development in a succinct, entertaining fashion. Have you dreamed of making your own video game? Do you find the prospect daunting? Fear not. A new generation of game engines has emerged. Lengthy and complicated feats of programming are largely a thing of the past in video game development. To create commercially viable games you simply need the right tools, many of which are discussed in this book. A gigantic software team isn't a must-have prerequisite for success. The one-person operation is back. What You Will Learn Master the concepts and jargon used in game creation for the beginner Find the best game development suite for your project Make the most out of related graphics and audio production software Discover video game marketing essentials Who This Book Is For People with no programming experience who desire a career in the video game industry as producers or independent, single-person developers./div

Introduction to Game Design, Prototyping, and Development

Master the Unity Game Engine to Design and Develop Games for Web, Mobile, Windows, macOS, and More! If you want to design and develop games, there's no substitute for strong hands-on experience with modern techniques and tools—and that is exactly what this book provides. The first edition was frequently the top-

selling game design book on Amazon, with more than 70% of the reviews being 5 stars. In a testament to the iterative process of design, this new edition includes hundreds of improvements throughout the text, all designed to make the book easier to understand and even more useful. This book was written with Unity 2017; the book.prototools.net website will cover changes for later versions of the software. Award-winning game designer and professor Jeremy Gibson Bond has spent more than a decade teaching game design and building great games. In that time, his most successful students have been those who combine knowledge of three critical disciplines: game design theory, rapid iterative prototyping, and practical programming. In this book, Bond distills the most important aspects of all three disciplines into one place. Part I: Game Design and Paper Prototyping • The Layered Tetrad framework: a synthesis of 50 years of game design theory • Proven practices for brainstorming and refining game designs through the iterative process of design • Methods and tools to manage game projects and small teams • Processes to make playtesting and feedback easier Part II: Digital Prototyping with Unity and C# • Chapters that guide you through learning C# the right way • Instruction that takes you from no prior programming knowledge through object-oriented programming • Deep exploration of Unity, today's most popular game engine on both macOS and Windows • Methods for understanding and debugging code issues you encounter Part III: Game Prototype Examples and Tutorials • In-depth tutorials for seven different game prototypes, including a simple action game, a space shooter, a solitaire card game, a word game, and a top-down adventure • Instructions to compile these games for PC, web, or any of the dozens of other release platforms supported by Unity • Improved structure and layout that makes the steps of each tutorial easier to follow • A completely new Dungeon Delver prototype not present in the first edition

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION

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