



Game Design Foundations, Second Edition

By Roger E. Pedersen

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Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the “One Pager” document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry.

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Editorial Review

About the Author

Roger E. Pedersen has been designing, producing, and programming games since the early 1980s for companies such as CBS Software, Gametek, Hi-Tech Expressions, Merit Software, Villa Crespo Software, Acclaim Entertainment, Phantom EFX, Walker Boy Studio, 3D Open Motion, Hypnotics, Merit Industries, Game Trust, Slingo, Digital Embryo and Cellufun. His cumulative title sales have surpassed 10 million copies on over 50 titles for multiple platforms, including the personal computer, video consoles, location-based, Internet, arcade, and hand-held. He is the author of Game Design Foundations and has written award-winning articles for Gamasutra.com, GameDev.net, and Gignews.com. Mr. Pedersen is an adjunct professor in game design and curriculum adviser for NYU and other institutions. He is currently working on a master's in Game Production and Management from the University of Advancing Technology.

Users Review

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Kristy Taylor:

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