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Game Mechanics: Advanced Game Design (Voices That Matter)

Game Mechanics

Advanced Game Design

Ernest Adams

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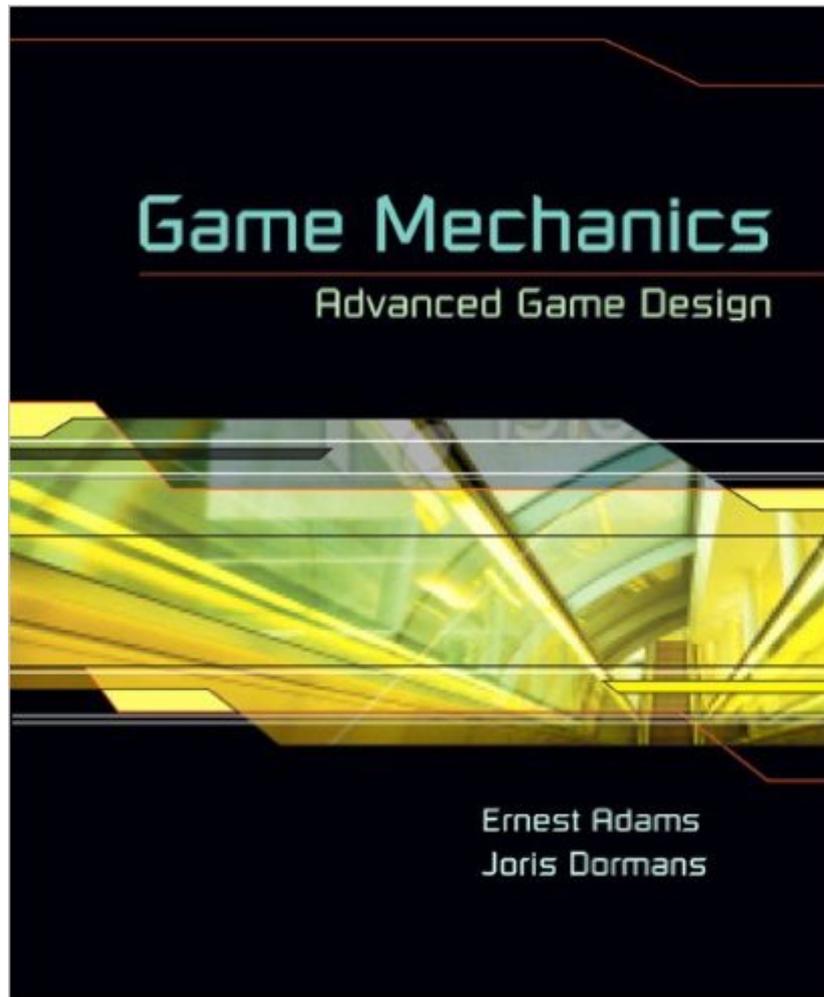
Synopsis

This in-depth resource teaches you to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. Youâ ™ll discover at what stages to prototype, test, and implement mechanics in games and learn how to visualize and simulate game mechanics in order to design better games. Along the way, youâ ™ll practice what youâ ™ve learned with hands-on lessons. A free downloadable simulation tool developed by Joris Dormans is also available in order to follow along with exercises in the book in an easy-to-use graphical environment.   In Game Mechanics: Advanced Game Design, youâ ™ll learn how to: * Design and balance game mechanics to create emergent gameplay before you write a single line of code. * Visualize the internal economy so that you can immediately see what goes on in a complex game. * Use novel prototyping techniques that let you simulate games and collect vast quantities of gameplay data on the first day of development. * Apply design patterns for game mechanicsâ ”from a library in this bookâ ”to improve your game designs. * Explore the delicate balance between game mechanics and level design to create compelling, long-lasting game experiences. * Replace fixed, scripted events in your game with dynamic progression systems to give your players a new experience every time they play. "I've been waiting for a book like this for ten years: packed with game design goodness that tackles the science without undermining the art." --Richard Bartle, University of Essex, co-author of the first MMORPG Â â œGame Mechanics: Advanced Game Design by Joris Dormans & Ernest Adams formalizes game grammar quite well. Not sure I need to write a next book now!â • Â -- Raph Koster, author of A Theory of Fun for Game Design.

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Customer Reviews

Ive only gone through this once but I will be going through it several more times.There are almost no books on game mechanics but this one makes up for it. It really goes into depth on what an economy is in a game and the effect of positive and negative feedback.There is of course a healthy amount of mechanics theory and plenty of game examples (across all major genres). However where this book really shines is the machinations system.Be warned machinations is no joke and will take some dedicated work to learn and practice. However machinations is a powerful prototyping feature that can help you make a good starting point for game balance and testing out plausible game mehanics or there effects.Great book just know it is very advanced and there is a learning curve!

This books introduces one of the very few methodologies for helping game designers, Machinations. Although Machinations is very similar with a kind of discrete System Dynamics, it is very useful for understanding mechanics and dynamics of a game. No game designer should plan a game without using of at lest tinkering with its behavior in Machinations.

I am a solo indie designer/developer and have been reading a lot on how to design and develop games over the past 3 years. It has been part time as I work full-time overseas. I have read numerous articles and books on game design to understand the process. Most of the material though I found assumed you were a student looking to work for a AAA studio; designing for a particular genre; or already working in a AAA studio and needing to polish your knowledge. They got me started, but I had to filter a lot of the info so it applied to my situation and needs. I came across this book while reading another book on game design. I am very glad to have purchased and read it. Unlike the others, it is genre neutral and focuses on the basics that a designer needs to understand to have a solid foundation. The writing is clear and the concepts presented have several examples across different genres to demonstrate how they apply regardless of genre. The book

also takes the player-centric approach to game design. It also introduces a tool called Machinations which is used to test how the core mechanics work. That alone was a great thing to learn and has helped me immensely in my understanding of how to design games. I would highly recommend this book for any student of game design (formal or informal), especially people like me who want to take a hobby to a possible vocation.

A great book delving into more advanced notions of game design. It covers some universally used terms in the industry and provides insight into alternate choices and decisions that can be taken into what you might currently be working on.As a professional GD, I can tell you that the industry doesn't have a definite standard of design practices/terminology. As such, this book does try to set a standard by defining as much as it can into a methodological pipeline in order to help predict and minimize unknowns during the design process. For me, it was a great read to see alternate processes I could use in creating more rational and comprehensive designs on a theoretical level.That said, readers should have at least some basic GD experience/backing before reading this to appreciate some of the subject matter. Beginners might be a little overwhelmed by some of the concepts and their importance.

This is the book I've been looking for. The machinations system is an excellent design resource and the treatment of game systems in this book is unparalleled by other game design books I've found. If you want to delve deep into mechanisms and system design, this is the book you want.

I really like the not quite so fluffy style of describing the mechanics of game economy. The "machinations" diagrams and program is really useful, but it would have been nice if a simpe version of the source code for a simple version of a program that demonstrates the handling of pools and connection was available. It could have clarified some of the occasionally vague descriptions of how they consider pools and the sequence of evaluation.

Great Book! It provides the purpose, meaning and accumulated experience on Game Desing (something a few other books also provide), but adds very specific and well explained tools the reader can master in order to carefully and succesfully develop his ideas into a complex game

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