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Welcome to the website for Introduction to Game Design, Prototyping, and Development, 2nd Edition. Here, you will find a page for each chapter of the book that contains any additional information or materials you need, including demo software, lecture slides, and starting files for some of the later tutorials. Important Notes on the Book

Introduction to Game Design, Prototyping, and Development ...

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

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Introduction to Game Design, Prototyping, and Development ...

Today, you make your first digital game prototype. Because this is your first prototype, it is rather simple. As you continue through the prototyping chapters, the projects get more complex and use more of the features of Unity. By the end of this chapter, you will have a working prototype of a simple arcade game.

[1Ed] Prototype 1: Apple Picker | Introduction to Game ...

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Introduction to Game Design, Prototyping, and Development ...

The game you will make in this prototype is called Prospector. The Prospector Game. The code up till now has given you the basic tools to make any card game. Now let's talk about the specific game we're going to make. Prospector is based on the classic solitaire card game Tri-Peaks. The rules of both are the same, except for two things: 1.

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Award-winning game designer and professor Jeremy Gibson Bond has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills. Introduction to Game Design, Prototyping, and Development is the ...

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Jeremy is the founder of ExNinja Interactive and the author of Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game in Unity and C#, a book on game design and prototyping using Unity that was released in the summer of 2014 and is now in its second edition.