



Andrew Rollings and Ernest Adams on Game Design

By Andrew Rollings, Ernest Adams

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How often have you heard "anyone can design a game?" While it seems like an easy job, game ideas are cheap and plentiful. Advancing those ideas into games that people want to play is one of the hardest, and most under-appreciated, tasks in the game development cycle. *Andrew Rollings and Ernest Adams on Game Design* introduces both students and experienced developers to the craft of designing computer and video games for the retail market. The first half of the book is a detailed analysis of the key game design elements: examining game concepts and worlds, storytelling, character and user interface design, core mechanics and balance. The second half discusses each of the major game genres (action, adventure, role-playing, strategy, puzzle, and so on) and identifies the design patterns and unique creative challenges that characterize them. Filled with examples and worksheets, this book takes an accessible, practical approach to creating fun, innovative, and highly playable games.

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Editorial Review

From the Publisher

Andrew and Ernest have compiled a wonderful book for both potential and experienced gamers alike. The best part about this book is the worksheets that appear in almost all the chapters. They enable you to stop and consider various game design questions even before starting your own design – questions such as "What process is the player going to manage?" "What actions will the player take in managing that process?" and "Who is the central character in the game, the player's avatar?"

Here's what Will Wright (creator of The Sims and SimCity) says about the book: "A very useful book for anyone working in (or hoping to work in) interactive media. Andrew Rollings and Ernest Adams approach the topic with very practical advice for both new and experienced designers."

We hope you like it, too. Please send me your thoughts.

Lisa Thibault, New Riders (lisa.thibault@newriders.com)

From the Author

Andrew Rollings:

This book contains our combined thoughts on the important issues that relate to designing games. We have chosen to address areas that we believe are important and under-served.

We offer a game design methodology intended to get your creative juices flowing. We discuss the central issues that every game designer must face, and pose a series of questions for you to ask yourself about the game that's in your head. The answers to those questions will move you along the path from idea to design. You are at the beginning of a voyage of discovery. The journey begins here.

Ernest Adams:

One day I received a letter from Andrew Rollings asking if I would like to co-author a book on game design. Andrew had already written the highly successful Game Architecture and Design with Dave Morris, so I knew he would be a good collaborator. It didn't take me long to say yes. We first met in a restaurant, and blocked out the chapter plan over dinner. Andrew would write the chapters on storytelling and core mechanics, I would write the ones on concepts and worlds, and we'd split the genre chapters between us according to interest and experience.

Philosophically, we were very much on the same wavelength. We wanted to be definitive without being dictatorial, and comprehensive but still concise. We wanted to write a book that designers and students could turn to for specific advice. We don't tell you exactly what to do. Instead we tell you what to think about, identifying the major questions that every designer must face. We don't design your game for you; we give you the tools to help you design it yourself, including numerous examples from current and earlier games.

It has been a long, hard road. But we got there in the end and we're proud of our work. We hope you'll find it valuable.

From the Back Cover

A very useful book for anyone working in (or hoping to work in) interactive media. Andrew Rollings and Ernest Adams approach the topic with very practical advice for both new and experienced designers." - Will Wright, creator of The Sims and SimCity

How do you turn a great idea into a game design? What makes one design better than another? Why does a good design document matter, and how do you write one? This book answers these questions and stimulates your creativity! Game design consists of four essential tasks: imagining a game, defining the way that it works, describing its internal elements, and communicating this information to others. This book examines each of these tasks and shows you not only what issues you will need to address in your design, but how to think about games and gameplay. After reading this book, you will have the tools you need to both design many kinds of games and to create a professional-quality game design document.

Andrew Rollings and Ernest Adams on Game Design will show you:

- The key design elements of every computer and video game, and how to think about them.
- How to write a high-concept document, a treatment, and a full design script.
- The essentials of user interface design and how to use them to define your game's look and feel.
- How to construct and balance your game's internal mechanics to make sure the game is both fun and fair.
- The relationship between interactivity and narrative, and how to write compelling stories.
- The unique design problems in each of the major game genres.
- How to design multi-player games to maximize player interaction and minimize cheating.

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This book sets the record straight as to what "game design" is and why it's important.

Tom Sloper
President, Sloperama Productions
A wise future game designer would do well to read this before launching his or her career in the field.

John Feil
Level Designer, LucasArts Entertainment
Andrew Rollings and Ernest Adams: On Game Design shows how to design great computer games in all the major genres, and it's useful to both students and experienced professionals. If you're serious about game design, this book belongs on your shelf.

Chris Taylor
Creator of Total Annihilation and Dungeon Siege
"From basic technical considerations to questions of ethical and emotional content, Andrew Rollings and Ernest Adams: On Game Design covers every phase of designing a product, while also maintaining a top down perspective on the most important aspect of any game - keeping it fun!"

Bill Roper
Vice President of Blizzard Entertainment
Filled with insightful anecdotes and useful checklists, Andrew Rollings and Ernest Adams on Game Design gives you a rigorous conceptual foundation that will help you design better games. If you want to become a game designer, start here.

Scott Kim
Full-time independent designer of visual puzzles

Users Review

From reader reviews:

Gary Lane:

This Andrew Rollings and Ernest Adams on Game Design book is absolutely not ordinary book, you have after that it the world is in your hands. The benefit you get by reading this book is definitely information inside this reserve incredible fresh, you will get info which is getting deeper you read a lot of information you will get. This specific Andrew Rollings and Ernest Adams on Game Design without we recognize teach the one who studying it become critical in contemplating and analyzing. Don't end up being worry Andrew Rollings and Ernest Adams on Game Design can bring any time you are and not make your case space or bookshelves' become full because you can have it in the lovely laptop even telephone. This Andrew Rollings and Ernest Adams on Game Design having excellent arrangement in word along with layout, so you will not truly feel uninterested in reading.

Travis Hargrove:

A lot of people always spent all their free time to vacation or maybe go to the outside with them household or their friend. Were you aware? Many a lot of people spent that they free time just watching TV, or even playing video games all day long. If you wish to try to find a new activity honestly, that is look different you can read some sort of book. It is really fun for you personally. If you enjoy the book which you read you can spent all day long to reading a guide. The book Andrew Rollings and Ernest Adams on Game Design it doesn't matter what good to read. There are a lot of people who recommended this book. These were enjoying reading this book. In the event you did not have enough space to create this book you can buy often the e-book. You can m0ore effortlessly to read this book from your smart phone. The price is not very costly but this book offers high quality.

Barbara Wheat:

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