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Making Games Better: The Art And Process Of Game Design And Development



Synopsis

Before you can share your great game with the world first you need to survive the process of software development. In *Making Games Better* you'll learn the keys to being a great designer in every phase of game creation, including:

- How to prototype your concept for maximum impact
- The secret to great documentation
- The difference between a good crunch and a death march
- Much much more

With over 25 years of experience as a game designer, consultant, and creative director, Andrew Mayer has helped to craft and deliver best-selling titles for companies such as Sony, Cartoon Network, Bioware and many more. Let him help you to navigate the art and process of transforming your brilliant game design into an amazing experience everyone will want to play! This edition also includes entertaining illustrations by the amazing Will Guy.

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