



Game Development Essentials: An Introduction

Jeannie Novak

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Game Development Essentials: An Introduction, 2nd Edition offers a thorough and insightful introduction to the game development industry, with industry updates that will keep readers current and well-prepared for a career in the field. The book begins with a highly informative chapter on the evolution of game development, providing a historical context for later chapters, and moves on to examine content creation and the concepts behind the development of story, character, environment, level design, user interface, and sound. With the same engaging writing style and examples that made the first edition so popular, this new edition features expanded coverage of today's hottest topics - such as next-generation platforms (Xbox 360, PS3, and Wii), level design, interface design, project management, serious games, game accessibility, and online social networks. New game-related technology, development techniques, and the latest research in the field make this an invaluable resource for anyone entering the exciting, competitive, ever-changing world of game development.

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