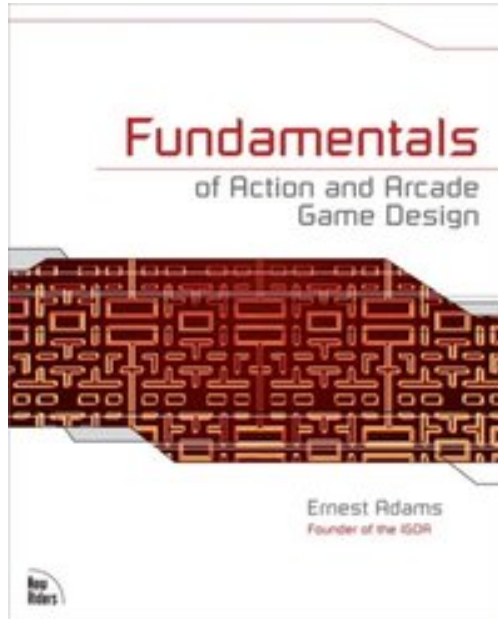


Fundamentals of Action and Arcade Game Design

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Ernest Adams

Fundamentals of Action and Arcade Game Design Ernest Adams boken PDF

You understand the basic concepts of game design: gameplay, user interfaces, core mechanics, character design, and storytelling. Now you want to know how to apply them to the action and arcade genre.

This focused guide gives you exactly what you need. It walks you through the process of designing for the action and arcade genre and shows you how to use the right techniques to create fun and challenging experiences for your players.



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