

Game Mechanics: Advanced Game Design Technology(Chinese Edition)

[MEI] Ernest Adams . Joris Do...



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Paperback. Pub Date: 2014-04-01 Pages: 320 Language: Chinese Publisher: People Post Press game mechanics is a core part of the game rules, processes and data. In game design, game mechanics core position. They make vivid and colorful game world, have all kinds of challenges for players and flexible solution, and will determine the effect produced by the player's actions in the game. Game designer's job is to create a challenge to produce a rich. full of fun. well-balanced playability of the game mechanics. Nature game mechanics advanced game design techniques. describes game mechanics professor readers how to design, test and adjust the core mechanism of the game. The book consists of 12 chapters, each introduced and explained from different angles game mechanics introduced Machinations tools for building and simulation game mechanism. showing the practical case. the commo...



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