

The Indie Game Developer Handbook

As a software engineer, you recognize at some point that there's much more to your career than dealing with code. Is it time to become a manager? Tell your boss he's a jerk? Join that startup? Author Michael Lopp recalls his own make-or-break moments with Silicon Valley giants such as Apple, Netscape, and Symantec in *Being Geek* -- an insightful and entertaining book that will help you make better career decisions. With more than 40 standalone stories, Lopp walks through a complete job life cycle, starting with the job interview and ending with the realization that it might be time to find another gig. Many books teach you how to interview for a job or how to manage a project successfully, but only this book helps you handle the baffling circumstances you may encounter throughout your career. Decide what you're worth with the chapter on "The Business" Determine the nature of the miracle your CEO wants with "The Impossible" Give effective presentations with "How Not to Throw Up" Handle liars and people with devious agendas with "Managing Werewolves" Realize when you should be looking for a new gig with "The Itch"

Myrl Schreiberman has written a comprehensive and practical, step-by-step guide for organizing and running a film from pre-production through post-production and delivery. This invaluable resource provides fundamental tools to produce a more thorough, more organized, and more professional film production. Packed with engaging and useful anecdotes, Schreiberman provides a superlative introduction and overview to all of the key elements in producing for film and television. Useful to film students and filmmakers as a theoretical and practical guide to understanding the filmmaking process, Schreiberman fills his manuscript with practical examples from his considerable personal experience in the film industry. Loaded with insider tips to help filmmakers avoid the pitfalls of show business.

Game design is changing. The emergence of service games on PC, mobile and console has created new expectations amongst consumers and requires new techniques from game makers. In *The Pyramid of Game Design*, Nicholas Lovell identifies and explains the frameworks and techniques you need to deliver fun, profitable games. Using examples of games ranging from modern free-to-play titles to the earliest arcade games, via PC strategy and traditional boxed titles, Lovell shows how game development has evolved, and provides game makers with the tools to evolve with it. Harness the Base, Retention and Superfan Layers to create a powerful Core Loop. Design the player Session to keep players playing while being respectful of their time. Accept that there are few fixed rules: just trade-offs with consequences. Adopt Agile and Lean techniques to "learn what you need you learn" quickly Use analytics, paired with design skills and player feedback, to improve the fun, engagement and profitability of your games. Adapt your marketing techniques to the reality of the service game era Consider the ethics of game design in a rapidly changing world. Lovell shows how service games require all the skills of product game development, and more. He provides a toolset for game makers of all varieties to create fun, profitable games. Filled with practical advice, memorable anecdotes and a wealth of game knowledge, the *Pyramid of Game Design* is a must-read for all game developers.

This in-depth resource teaches you to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. You'll discover at what stages to prototype, test, and implement mechanics in games and learn how to visualize and simulate game mechanics in order to design better games. Along the way, you'll practice what you've learned with hands-on lessons. A free downloadable simulation tool developed by Joris Dormans is also available in order to follow along with exercises in the book in an easy-to-use graphical environment. In *Game Mechanics: Advanced Game Design*, you'll learn how to: * Design and balance game mechanics to create emergent gameplay before you write a single line of code. * Visualize the internal economy so that you can immediately see what goes on in a complex game. * Use novel prototyping techniques that let you simulate games and collect vast quantities of gameplay data on the first day of development. * Apply design patterns for game mechanics—from a library in this book—to improve your game designs. * Explore the delicate balance between game mechanics and level design to create compelling, long-lasting game experiences. * Replace fixed, scripted events in your game with dynamic progression systems to give your players a new experience every time they play. "I've been waiting for a book like this for ten years: packed with game design goodness that tackles the science without undermining the art." --Richard Bartle, University of Essex, co-author of the first MMORPG "Game Mechanics: Advanced Game Design by Joris Dormans & Ernest Adams formalizes game grammar quite well. Not sure I need to write a next book now!" -- Raph Koster, author of *A Theory of Fun for Game Design*.

Being Geek

A Game Designer's Guide to Virtual Sensation

Game Development Projects with Unreal Engine

The Digital Gaming Handbook

Free-to-Play

Gamedev

Using Target-based Development on SBC's

Take control of your global game development team and make successful AAA game titles using the 'Distributed Development' model. Game industry veteran Tim Fields teaches you how to evaluate game deals, how to staff teams for highly distributed game development, and how to maintain challenging relationships in order to get great games to market. This book is filled with interviews with a broad spectrum of industry experts from top game publishers and business owners in the US and UK. A supplementary web site provides interviews from the book, a forum where developers and publishers can connect, and additional tips and tricks. Topics include: 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 shooter games genre. This focused guides gives you exactly what you need. It walks you through the process of designing for the shooter game genre and shows you how to use the right techniques to create fun and challenging experiences for your players.

Fluid simulation is a computer graphic used to develop realistic animation of liquids in modern games. The *Art of Fluid Animation* describes visually rich techniques for creating fluid-like animations that do not require advanced physics or mathematical skills. It explains how to create fluid animations like water, smoke, fire, and explosions through computer code in a fun manner. The book presents concepts that drive fluid animation and gives a historical background of the computation of fluids. It covers many research areas that include stable fluid simulation, flows on surfaces, and control of flows. It also gives one-paragraph summaries of the material after each section for reinforcement. This book includes computer code that readers can download and run on several platforms so they can extend their work beyond what is described in the book. The material provided here is designed to serve as a starting point for aspiring programmers to begin creating their own programs using fluid animation.

"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough

flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Developmental, Usability, and Design Considerations for Making Games for Kids

Creative Producing from A to Z

A Practical Guide

Tools and Techniques for Character Animation

Designing, Producing and Launching Service Games

The Oxford Handbook of Interactive Audio

The Publishing Challenge for Independent Video game Developers

If you know nothing about game development, you're basically me before I started working on my first game DARQ. This book assumes no knowledge of game development on the reader's part. As a first-time developer with no prior experience in coding, modeling, texturing, animation, game design, etc., I managed to launch DARQ to both commercial success and critical acclaim. With zero dollars spent on marketing, it was featured in major media outlets, such as IGN, Kotaku, PC Gamer, GameSpot, Forbes, and hundreds of others. Ultimately, DARQ became #42 Most Shared PC Video Game of 2019, according to Metacritic, with the average user rating of 9 out of 10. In my book, I'm sharing with you exactly how I did it. The book guides you through a step-by-step process of making a game: from downloading a game engine to releasing your first commercial title. The book features advice from 15 industry professionals, including Mark Kern (team lead of World of Warcraft), Quentin De Beukelaer (game designer of Assassin's Creed IV: Black Flag, Assassin's Creed Unity, Ghost Recon Breakpoint), Bjorn Jacobsen (sound designer of Cyberpunk 2077, Divinity: Fallen Heroes, Hitman), Austin Wintory (Grammy-nominated composer of Journey, ABZÛ, Assassin's Creed: Syndicate), and others. The foreword is written by my mentor John Corigliano, Oscar, Pulitzer Prize, and 5-time Grammy Award-winning composer.

All professional animators know a handful of secrets that give them an edge in a production environment. "How to Cheat in Maya" puts these secrets in your hands! Learn time and energy-saving techniques tested in real Hollywood productions in this book, jam-packed with screenshots and scene files designed to get you up to speed quickly. From menus to modeling, lipsync to lighting, How to Cheat in Maya 2014 covers all of the methods available in the latest version of Maya. Get up to speed quickly and produce stellar results with these insider workflows. With new, updated cheats for the latest version of Maya, How to Cheat in Maya 2014 is an essential guide for amateur and professional 3D animators alike. Fully updated with gold-mine coverage including: expanded sections on production workflow, all new chapters covering rigging cheats and Maya's referencing tools, and brand new project files demonstrating production-proven techniques. The companion website includes complete scene files for exercises and techniques, extra rigs, Quicktime movies of full projects, and video tutorials.

What does it mean to interact with sound? How does interactivity alter our experience as creators and listeners? What does the future hold for interactive musical and sonic experiences? This book answers these questions with newly-commissioned chapters that explore the full range of interactive audio in games, performance, design, and practice.

The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. The Indie Game Developer Handbook covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other studios and industry professionals grant a first-hand look into the world of indie game development

Reality Is Broken

Creating the Art of the Game

An In-Depth Handbook to Godot for Unity Users

Video Game Storytelling

Unreal Engine C++ the Ultimate Developer's Handbook

Moving from Unity to Godot

Designing Tutorials for Video Games

Professor Odile Limpach gives independent developers everything they need to succeed in the world of video game publishing. The Publishing Challenge for Independent Video Game Developers: A Practical Guide defines what game publishing means for the indie developer and offers a concise framework to tackle the decision of whether to self-publish or not. Furthermore, the text establishes a catalogue of current known publishers with some salient characteristics and offers a list of useful publishing tools. Along with showcasing testimonials from several young and seasoned developers on their experiences with publishing and partners and recommendations from renown experts of the industry, this book offers tools, platforms, and guides to game publishing. Key features: Provides a broad overview of the game publishing market Explores criteria for choosing between a publishing partner or self-publishing Offers case studies and testimonials from indie game developers and publishers about the process. Professor Odile Limpach teaches economics and entrepreneurship at the Cologne Game Lab, TH Köln (Technical University of Cologne). She is also co-founder of the Acceleration Program SpielFabrique 360° and works as a Strategic Consultant for games and serious game projects. Between 2007 and 2014, she was the managing director of the German entertainment software studio Ubisoft Blue Byte. Before, she was the managing director of Ubisoft GmbH. She graduated from business school Institut Commercial de Nancy in France and completed her MBA in the United States. Odile Limpach is also involved as a volunteer in the areas of vocational training and acts as a German partner for Games for Change Europe. Furthermore, she acts as an advisor (Conseiller du Commerce Extérieur) for the French Ministry for International Business Development.

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity

developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

When making games for kids, it's tempting to simply wing-it on the design. We were all children once, right? The reality is that adults are far removed from the cognitive changes and the motor skill challenges that are the hallmark of the developing child. Designing Games for Children, helps you understand these developmental needs of children and how to effectively apply them to games. Whether you're a seasoned game designer, a children's media professional, or an instructor teaching the next generation of game designers, Designing Games for Children is the first book dedicated to service the specific needs of children's game designers. This is a hands-on manual of child psychology as it relates to game design and the common challenges designers face. Designing Games for Children is the definitive, comprehensive guide to making great games for kids, featuring: Guidelines and recommendations divided by the most common target audiences - babies and toddlers (0-2), preschoolers (3-5), early elementary students (6-8), and tweens (9-12).

Approachable and actionable breakdown of child developmental psychology, including cognitive, physical, social, and emotional development, as it applies to game design Game design insights and guidelines for all aspects of game production, from ideation to marketing

An example-based practical guide to get you up and running with Unreal Engine 4.X About This Book A unique resource on Unreal with an interactive example based approach that is sure to get you up and running immediately Will feature four unique game projects that increase in complexity which will enable readers to build their game development skills using Unreal Engine 4 and the C++ programming language Will be the most up to date book in the market on Unreal with full coverage of the new features of UE4 Who This Book Is For Unreal Engine 4.X by Example was written for keen developers who wish to learn how to fully utilise Unreal Engine 4 to make awesome and engrossing game titles. Whether you are brand new to game development or a seasoned expert, you will be able to make use of the engine with C++. Experience with both C++ and other game engines is preferred before embarking on the Unreal by Example journey, but with a little external research into the basics of C++ programming, this book can take a complete game development novice to an Unreal Engine Developer! What You Will Learn Use C++ with Unreal Engine to boost the development potential of any Unreal Engine project Vastly improve workflow and content creation with the visual scripting system blueprint Design, test, and implement interesting game worlds using Unreal Engines built-in editor Build a networked, feature-rich first person shooter that you can play with others over LAN Build design-centric game worlds that play to needs of your game ideas Paint your game worlds via the creation and modification of visual shaders called materials Gain knowledge of other game development disciplines through the use of the Animation and Material tool sets Create feature-rich game projects with a sophisticated visual quality and feature set In Detail With Unreal Engine 4 being made free to use, for any keen game developer it is quickly becoming the most popular game engine in today's development industry. The engine offers a rich feature set that can be customized and built upon through the use of C++. This book will cover how to work with Unreal Engine's tool set all the way from the basics of the editor and the visual scripting system blueprint to the in-depth low-level creation of content using C++. This book will provide you with the skills you need to create feature-rich, captivating, and refined game titles with Unreal Engine 4. This book will take you through the creation of four unique game projects, designed so that you will be ready to apply the engine's rich development capabilities. You will learn not only to take advantage of the visual tools of the engine, but also the vast and powerful programming feature set of Unreal Engine 4. Style and approach The best resource that any beginner level game developer can dream of with examples on leveraging the amazing graphics engine, beautiful character animation and game world generations etc. by means of exciting real world game generation. This book would be a very unique resource for any game developer who wants to get up and running with Unreal. The unique example-driven approach will take you through the most basic games towards the more complex ones and will gradually build your skill level.

The Fundamentals of C/C++ Game Programming

Learn C++ and Unreal Engine by Creating a Complete Action Game

The Ultimate Roblox Book: An Unofficial Guide, Updated Edition

Unity Game Development Cookbook

The GameDev Budgeting Handbook

Essentials for Every Game

Designing Games for Children

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.

UNLOCK YOUR GAME'S NARRATIVE POTENTIAL! With increasingly sophisticated video games being consumed by an enthusiastic and expanding audience, the pressure is on game developers like never before to deliver exciting stories and engaging characters. With Video Game Storytelling, game writer and producer Evan Skolnick provides a comprehensive yet easy-to-follow guide to storytelling basics and how they can be applied at every stage of the development process—by all members of the team. This clear, concise reference pairs relevant examples from top games and other media with a breakdown of the key roles in game development, showing how a team's shared understanding and application of core storytelling principles can deepen the player experience. Understanding story and why it matters is no longer just for writers or narrative designers. From team leadership to game design and beyond, Skolnick reveals how each member of the development team can do his or her part to help produce gripping, truly memorable narratives that will enhance gameplay and bring today's savvy gamers back time and time again.

The Indie Game Developer HandbookCRC Press

Learn the tools and techniques of game design using a project-based approach with Unreal Engine 4 and C++ Key FeaturesKickstart your career or dive into a new hobby by exploring game design with UE4 and C++Learn the techniques needed to prototype and develop your own ideasReinforce your skills with project-based learning by building a series of games from scratchBook Description Game development can be both a creatively fulfilling hobby and a full-time career path. It's also an exciting way to improve your C++ skills and apply them in engaging and challenging projects. Game Development Projects with Unreal Engine starts with the basic skills you'll need to get started as a game developer. The fundamentals of game design will be

explained clearly and demonstrated practically with realistic exercises. You'll then apply what you've learned with challenging activities. The book starts with an introduction to the Unreal Editor and key concepts such as actors, blueprints, animations, inheritance, and player input. You'll then move on to the first of three projects: building a dodgeball game. In this project, you'll explore line traces, collisions, projectiles, user interface, and sound effects, combining these concepts to showcase your new skills. You'll then move on to the second project; a side-scroller game, where you'll implement concepts including animation blending, enemy AI, spawning objects, and collectibles. The final project is an FPS game, where you will cover the key concepts behind creating a multiplayer environment. By the end of this Unreal Engine 4 game development book, you'll have the confidence and knowledge to get started on your own creative UE4 projects and bring your ideas to life. What you will learn

- Create a fully-functional third-person character and enemies
- Build navigation with keyboard, mouse, gamepad, and touch controls
- Program logic and game mechanics with collision and particle effects
- Explore AI for games with Blackboards and Behavior Trees
- Build character animations with Animation Blueprints and Montages
- Test your game for mobile devices using mobile preview
- Add polish to your game with visual and sound effects
- Master the fundamentals of game UI design using a heads-up display

Who this book is for This book is suitable for anyone who wants to get started using UE4 for game development. It will also be useful for anyone who has used Unreal Engine before and wants to consolidate, improve and apply their skills. To grasp the concepts explained in this book better, you must have prior knowledge of the basics of C++ and understand variables, functions, classes, polymorphism, and pointers. For full compatibility with the IDE used in this book, a Windows system is recommended.

Indie Games

What Every Developer Needs to Know about Narrative Techniques

A Guide for Investors and Developers

Harnessing Global Talent to Create Winning Games

Learn to build your first games and bring your ideas to life using UE4 and C++

The Indie Game Developer Handbook

A Step-by-step Guide

The Digital Gaming Handbook covers the state-of-the-art in video and digital game research and development, from traditional to emerging elements of gaming across multiple disciplines. Chapters are presented with applicability across all gaming platforms over a broad range of topics, from game content creation through gameplay at a level accessible for the professional game developer while being deep enough to provide a valuable reference of the state-of-the-art research in this field. Key Features: International experts share their research and experience in game development and design Provides readers with inside perspectives on the cross-disciplinary aspects of the industry Includes retrospective and forward-looking examinations of gaming Editor: Dr. Roberto Dillon is a leading game studies educator with more than 15 years of experience in the field of game design and development.

"Will's knowledge of F2P comes from years of building games, as well as writing about and consulting with developers on the model. All the topics covered in this book—economics, gameplay, monetization, analytics and marketing—are important to consider when you're building an F2P game, and Will covers each with an easy-to-digest style."

—Ian Marsh, co-founder, NimbleBit *Free-to-Play: Making Money From Games You Give Away is an accessible and complete guide to the business model that has revolutionized the videogames industry, creating huge hits, multi-billion-dollar startups and a new deal for players: Play for free, spend on what you like. Written by respected game designer and consultant Will Luton, Free-to-Play gives you the in-the-trenches insight you need to build, run and make money from games you give away. In it you'll find: Psychology behind player decisions and the motivations to play Simple and accessible explanations of the math and economic theories behind F2P, including working examples Processes for capturing and using player data to improve your game Marketing tips on positioning your game and attracting players Plus: A downloadable F2P spreadsheet, articles from the author, a foreword by NimbleBit co-founder Ian Marsh and an interview with Zynga CEO, Mark Pincus. See How to Unobtrusively Incorporate Good Teaching into Your Game's Mechanics Learn to Play: Designing Tutorials for Video Games shows how to embed a tutorial directly into your game design mechanics so that your games naturally and comfortably teach players to have fun. The author deciphers years of research in game studies, education, psychology, human-computer interaction, and user interface and experience that equip you to make dynamic tutorials that help players enjoy your games. The book links game design principles with psychology through the game tutorial. It offers easy-to-implement changes that can make a huge difference in how players receive your games. It explains how you can educate new players and engage experienced players at the same time through a combination of good design and basic understanding of human educational, motivational,*

and cognitive psychologies. Transcending disciplinary boundaries, this book improves your understanding of the science of learning and the art of teaching. It helps you design game mechanics, or tutorials, that teach people how to have fun with your games without ever feeling as though they're being instructed.

Are you a Unity developer looking to switch to the Godot engine quickly? If so, this no-nonsense book is your guide to mastering the most popular open-source game engine. Godot is a completely free game engine for creating high-quality 2D and 3D games that can be launched on multiple platforms. You'll see how to transition seamlessly from Unity to Godot, getting up and running quickly and effectively, using practical case studies. In addition to building functional worlds from meshes and physical interactions, you'll work with reusable assets, such as textures. The book then moves on to lighting and rendering 2D and 3D scenes with baked and real-time lighting. You'll also work with navigation and path-finding for NPCs, and see how to create save-game states with JSON. With Moving from Unity to Godot you'll be ready to create amazing 2D and 3D games that will supercharge your business. What You Will Learn Explore the similarities and differences between Unity and Godot Maximize the benefits from Unity and Godot Create believable game world and characters with Godot Master the unique aspects of C# coding in Godot Who This Book is For Developers familiar with Unity who want to master another game engine, such as Godot.

Fundamentals of Shooter Game Design

The Game Production Handbook

Game Mechanics

Learn How to Build Your Own Worlds, Customize Your Games, and So Much More!

From Dream to Delivery

The Indie Producers Handbook

The Pyramid of Game Design

Build and create your own Roblox world with this updated, easy-to-use guide. Roblox, the largest user-generated online gaming platform that allows users to create and share their own game worlds and gaming creations, has taken the digital world by storm! With updated screenshots and instructions, The Ultimate Roblox Book, Updated Edition provides brand-new information on game changes and the latest features so you can make the most out of your Roblox game. With everything from instructions for playing the games to tips on creating your own worlds to the basics of coding, this updated guide gives you all the tools you need to get started.

"McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of Little Brother A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, Reality Is Broken shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient.

Updated to reflect the rapidly evolving game development landscape, industry veteran Heather Chandler continues to educate game enthusiasts on the procedures and processes of game production. This Third Edition presents information that a producer, lead, or studio manager must know to successfully develop a game from concept to gold master.

Prepare for Unreal Engine 5! Learn the fundamentals of the C++ programming language as well as Unreal Engine's code base for creating and packaging a complete hack and slash action game. Implement combat, AI and Behavior Trees, animation, gameplay mechanics, interfaces and delegates, collision and physics, ray casting, game saving, menu and HUD creation via UMG, and much more.

The Software Developer's Career Handbook

How to Cheat in Maya 2014

The Eb-5 Handbook

Creating Games in C++

A Practical Guide to Indie Game Marketing

10 Steps to Making Your First Game Successful

"Outstanding. A great entry point for the developer and investor." - Brian Calle, Orange County Register "Combines the experience of the authors to give a unique perspective on the important EB-5 program which drives capital formation jobs across our country." - Congressman Jared Polis Whether you are a foreign investor seeking a United States green

card or a domestic developer sourcing capital for your latest project, the United States EB-5 visa program offers unique opportunity. In an industry known to be difficult to understand, The EB-5 Handbook breaks down the EB-5 program into its simple basics- investment, economic growth, and green cards. In The EB-5 Handbook, investors and developers alike will learn the essentials of the program, the benefits it can offer, and how to get started on their EB-5 journey with sections uniquely tailored to each party. Ali Jahangiri of EB5 Investors Magazine has brought together an all-star team of experts from nearly every segment of the industry. The authors - Jeff Champion, Linda He, David Hirson, Linda Lau, David Lurie, Joseph McCarthy, Al Rattan, Reid Thomas, John Tishler, Kyle Walker, and Kevin Wright - and the editors - Elizabeth Peng and Cletus Weber -all have an established history of success working with EB-5 investors and developers. The EB-5 Handbook is the first book of its kind to bring together such a diverse group of authors to increase transparency and knowledge of the EB-5 program.

The only book for indie gamers that asks, "What do you want to do?" before it says, "Here's what you need to do!" Based on Don Daglow's top-rated games sessions at GDC, Devcom/Gamescom and events from Shanghai to Toronto to Berlin. Over 90 questions to ask yourself as you prepare to develop your indie game - respond to what's relevant, skip past what's not. Detailed feedback on what to do with your answers from a 3-time Inc. 500 CEO whose honors include a Technology & Engineering Emmy® and multiple Game of the Year awards. -- back cover.

How do you become a successful indie game developer? Excellent programming skills, smart game design and fancy graphics don't make you a successful game developer. It's the ability to complete a game project which brings you success, confidence and joy. Dominating the inner game of game making is what separates the pros from the wannabes. It's about staying focused, motivated and efficient as well as about thinking as a salesperson, not just as a designer, programmer or an artist. This book shows you plenty of tricks how to prevent human nature from ruining your game development project. Simple issues like embarrassment, procrastination or perfectionism can become death traps for your success if you should be aware of these perils to avoid them or to cope with them. Most game development books address design, coding, graphics or similar topics. They teach how to make games. This book does not show you how to make them, it shows you how to finish them.

As games grow more complex and gamers' expectations soar, the discipline of game systems design becomes ever more important. Game systems designers plan a game's rules and balance, its characters' attributes, most of its data, and how its AI, weapons, and objects work and interact. Introduction to Game Systems Design is the first complete beginner's guide to this crucial discipline. Writing for all aspiring game professionals, even those with absolutely no experience, leading game designer and instructor Dax Gazaway presents a step-by-step, hands-on approach to designing game systems with industry-standard tools. Drawing on his experience building AAA-level game systems (including games in the Star Wars and Marvel franchises), Gazaway covers all this, and more: Exploring the essentials of game design and its emerging subdisciplines Asking the essential questions at the heart of all design Getting started with modern game system design tools, including the spreadsheets most professionals now use Creating systems and data from a blank page Populating and quantifying a world of data into a game Tuning and balancing game systems Testing game systems and data Leveraging communication, psychology, and rewards within your games Balancing game probability within systems Whether you're a college freshman entering a game design program, an indie developer using Unreal or Unity, a Dungeon Master, or anyone who wants to really understand modern games, this guide will help you get where you want to go.

Game Project Completed

How Successful Indie Game Developers Finish Their Projects

Introduction to Game Systems Design

Learn to Play

The Art of Fluid Animation

The GameDev Business Handbook

Why Games Make Us Better and How They Can Change the World

This book is aimed at giving novice coders an understanding of the methods and techniques used in professional games development. Designed to help develop and strengthen problem solving and basic C/C++ skills, it also will help to develop familiarity targeting and using fixed/restricted hardware, which are key skills in console development. It allows the reader to increase their confidence as game programmers by walking them through increasingly involved game concepts, while maintaining the understanding that despite the increased complexity, the core methods remain consistent with the advancement of the technology; the technology only enhances the gaming experience. It also demonstrates underlying principles of game coding in practical step by step ways to increase exposure and confidence in game coding concepts. Key Features: Increases the confidence of new coders by demonstrating how to get things done. Introduces evolving projects to reinforce concepts, both directly and indirectly that the reader will use to produce and then enhance the project. Provides tutorials on Graphics API's that can be easily understood by a novice. Demystifies hardware used to gain new effects without blinding the user to the technical wizardry going on under the system. Gives a sense of achievement to the reader and pushes them toward improvement.

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPU's cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees

and other spatial partitions optimize your engine, and how other classic design patterns can be used in games. The key word here is art: the dynamic 3D art that defines the world of computer games. This book teaches you everything you need to know about the planning, modeling, texturing, lighting, effects creation, and interface design that go into creating today's most advanced and stunning video games. You'll be learning from a master-veteran 3D artist and instructor Matthew Omernick-as you progress through the carefully chosen, software-agnostic tutorials that make up this beautiful, full-color volume. The end result will be skills you can apply to whatever 3D tool you choose and whatever wildly imaginative game you can think up. Through a unique combination of explanation, tutorials, and real world documentation-including discussions of the creative process entailed in some of today's most popular games augmented by screen captures and descriptions--you'll quickly come to understand the workflow, tools, and techniques required to be a successful game artist. In addition to learning the ropes of game art, you'll also find in depth tutorials and techniques that apply to all aspects of 3D graphics. Whether you are using Photoshop, 3ds max, Maya, or any other computer graphics software, you'll find a wealth of information that you can continue to come back to time and time again.

Learn how to market for your indie game, even with a small budget and limited resources. For those who want to earn a regular income from making indie games, marketing can be nearly as vital to the success of the game as the game itself. A Practical Guide to Indie Game Marketing provides you with the tools needed to build visibility and sell your game. With special focus on developers with small budgets and limited staff and resources, this book is packed with recommendations and techniques that you can put to use immediately. As a seasoned marketing professional, author Joel Dreskin provides insight into practical, real-world experiences from marketing numerous successful games and also shares tips on mistakes to avoid. Presented in an easy to read format, A Practical Guide to Indie Game Marketing includes information on establishing an audience and increasing visibility so you can build successes with your studio and games. Through case studies, examples, guidelines and tips, you will learn best practices for developing plans for your game launches, PR, community engagement, channel promotions and more Sample timelines help you determine how long in advance of a launch to prepare your first public communications, when to announce your game, as well as recommended timing for releasing different game assets Book also includes marketing checklist 'cheat sheets', dos and don'ts and additional resources

Making Money From Games You Give Away

Unreal Engine 4.X By Example

The Toy and Game Inventor's Handbook

Game Feel

Fundamentals of Action and Arcade Game Design

Distributed Game Development

Advanced Game Design

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

Game Programming Patterns