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Fundamentals of Game Design - pearsoncmg.com

The fundamentals of game design Starting out creating an interactive experience, of any sort really, can be rather daunting. In this tutorial, we'll run through the basic components of a game, so we can get a handle on what the next steps are when you make the jump from the training

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tutorials to your own projects.

The Fundamentals of Game Design - Raph's Website

The core mechanics in strategy games consist chiefly of tactical maneuvering mechanics and internal economics. The combat models occasionally use physics for projectiles. The nature of the experience tends to be

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emergent—that is, the events of the game arise from these mechanics and the player's choices—so progression mechanics are rare.

Core Mechanics - Fundamentals of Strategy Game Design [Book]

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Game design is like
sailing a ship while still

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