



Level Up! The Guide to Great Video Game Design

By Scott Rogers

Download now

Read Online ➔

Level Up! The Guide to Great Video Game Design By Scott Rogers

Want to design your own video games? Let expert Scott Rogers show you how!

If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed *Level Up!* is for you! Written by leading video game expert Scott Rogers, who has designed the hits *Pac Man World*, *Maximo* and *SpongeBob Squarepants*, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience.

Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including:

- Developing your game design from the spark of inspiration all the way to production
- Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged
- Creating games for mobile and console systems – including detailed rules for touch and motion controls
- Monetizing your game from the design up
- Writing effective and professional design documents with the help of brand new examples

Level Up! 2nd Edition includes all-new content, an introduction by David “God of War” Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both “in the field” and the classroom.

Grab your copy of *Level Up! 2nd Edition* and let's make a game!

 [**Download** Level Up! The Guide to Great Video Game Design ...pdf](#)

 [**Read Online** Level Up! The Guide to Great Video Game Design ...pdf](#)

Level Up! The Guide to Great Video Game Design

By Scott Rogers

Level Up! The Guide to Great Video Game Design By Scott Rogers

Want to design your own video games? Let expert Scott Rogers show you how!

If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed *Level Up!* is for you! Written by leading video game expert Scott Rogers, who has designed the hits *Pac Man World*, *Maximo* and *SpongeBob Squarepants*, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience.

Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including:

- Developing your game design from the spark of inspiration all the way to production
- Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged
- Creating games for mobile and console systems – including detailed rules for touch and motion controls
- Monetizing your game from the design up
- Writing effective and professional design documents with the help of brand new examples

Level Up! 2nd Edition includes all-new content, an introduction by David “*God of War*” Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both “in the field” and the classroom.

Grab your copy of *Level Up! 2nd Edition* and let's make a game!

Level Up! The Guide to Great Video Game Design By Scott Rogers Bibliography

- Sales Rank: #23830 in Books
- Brand: imusti
- Published on: 2014-04-28
- Original language: English
- Number of items: 1
- Dimensions: 9.10" h x 1.10" w x 7.20" l, 2.02 pounds
- Binding: Paperback
- 550 pages

 [Download Level Up! The Guide to Great Video Game Design ...pdf](#)

 [Read Online](#) Level Up! The Guide to Great Video Game Design ...pdf

Editorial Review

Users Review

From reader reviews:

Justin Price:

Reading a e-book tends to be new life style in this particular era globalization. With studying you can get a lot of information that could give you benefit in your life. Using book everyone in this world can easily share their idea. Guides can also inspire a lot of people. A lot of author can inspire their very own reader with their story or their experience. Not only situation that share in the guides. But also they write about the ability about something that you need example of this. How to get the good score toefl, or how to teach your children, there are many kinds of book which exist now. The authors in this world always try to improve their ability in writing, they also doing some analysis before they write to the book. One of them is this Level Up! The Guide to Great Video Game Design.

Patricia Skinner:

Level Up! The Guide to Great Video Game Design can be one of your basic books that are good idea. We recommend that straight away because this guide has good vocabulary that will increase your knowledge in language, easy to understand, bit entertaining but delivering the information. The article author giving his/her effort that will put every word into delight arrangement in writing Level Up! The Guide to Great Video Game Design although doesn't forget the main stage, giving the reader the hottest and based confirm resource information that maybe you can be one among it. This great information can draw you into brand new stage of crucial contemplating.

Timothy Montgomery:

This Level Up! The Guide to Great Video Game Design is great publication for you because the content that is full of information for you who have always deal with world and still have to make decision every minute. This particular book reveal it data accurately using great organize word or we can claim no rambling sentences within it. So if you are read the idea hurriedly you can have whole details in it. Doesn't mean it only gives you straight forward sentences but tough core information with beautiful delivering sentences. Having Level Up! The Guide to Great Video Game Design in your hand like finding the world in your arm, details in it is not ridiculous one particular. We can say that no publication that offer you world within ten or fifteen small right but this e-book already do that. So , this can be good reading book. Hi Mr. and Mrs. active do you still doubt this?

Karl Irwin:

Reading a book to get new life style in this calendar year; every people loves to examine a book. When you

study a book you can get a great deal of benefit. When you read guides, you can improve your knowledge, due to the fact book has a lot of information on it. The information that you will get depend on what sorts of book that you have read. In order to get information about your review, you can read education books, but if you act like you want to entertain yourself you can read a fiction books, this kind of us novel, comics, along with soon. The Level Up! The Guide to Great Video Game Design provide you with a new experience in reading through a book.

Download and Read Online Level Up! The Guide to Great Video Game Design By Scott Rogers #1SMYCW3T5EP

Read Level Up! The Guide to Great Video Game Design By Scott Rogers for online ebook

Level Up! The Guide to Great Video Game Design By Scott Rogers Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Level Up! The Guide to Great Video Game Design By Scott Rogers books to read online.

Online Level Up! The Guide to Great Video Game Design By Scott Rogers ebook PDF download

Level Up! The Guide to Great Video Game Design By Scott Rogers Doc

Level Up! The Guide to Great Video Game Design By Scott Rogers Mobipocket

Level Up! The Guide to Great Video Game Design By Scott Rogers EPub

1SMYCW3T5EP: Level Up! The Guide to Great Video Game Design By Scott Rogers