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GAME FEEL: A GAME DESIGNER'S GUIDE TO VIRTUAL SENSATION (MORGAN KAUFMANN GAME DESIGN BOOKS)



CRC Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: INTRODUCTION PART 1: Deconstruction 1. Why Feel, Why Now? This chapter focuses on the impetus behind the book, asking the reader to recall the sensation of controlling a virtual avatar and talking about why feel is so important (and why it is often overlooked.) 2. The Grand Scheme of Game Design This chapter assigns feel a place in the larger realm of game...

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- Authored by Swink, Steve
- Released at 2008



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Reviews

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