



Game Development Principles

Alan Thorn

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The art of game development requires much more than simply the ability to operate game-programming software. Compelling, successful games--games that enchant players and stand the test of time--are created by developers who have absorbed the fundamental principles of good game design. Unless you get your mind around that basic theoretical framework, making games is destined to remain a frustrating, disappointing exercise. In **GAME DEVELOPMENT PRINCIPLES**, developer Alan Thorn clearly lays out the core theoretical knowledge on which most successful game developers rely--the concepts, workflow practices, techniques, and general details that go into the making of great computer games. Each chapter focuses on a key set of development concepts, including game math, textures and materials, geometry and topology, lighting, sound, effects, and more. Through a variety of illustrations, case studies, and examples, all your questions about the fundamentals of game development will be answered in a friendly, easy-to-grasp way. And you'll finish **GAME DEVELOPMENT PRINCIPLES** with a strong understanding of game development's core theoretical concepts.

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