FROM CONCEPT TO PLAYABLE GAME
WITH UNITY® AND C#

New
Chapters,
Coding Challenges
and Expanded
Tutorials!

Introduction to
GAME DESIGN,
PROTOTYPING,
and DEVELOPMENT

Third Edition

Jeremy Gibson **BOND**

Foreword by Richard Lemarchand

Praise for the Second Edition

"When teaching about game design and development, you often get asked the dreaded question: 'Where can I learn all this?' *Introduction to Game Design, Prototyping, and Development* has been my deliverance, as it provides a one-stop solution and answer. This book is quite unique in covering in-depth both game design and development: it embraces and exemplifies the idea that design, prototyping, development, and balancing combine in an iterative process. By sending the message that creating games is both complex and feasible, I believe this to be a great learning tool; and the new edition with even more detailed examples seems even better."

—**Pietro Polsinelli**, Applied Game Designer at Open Lab

"*Introduction to Game Design, Prototyping, and Development* has truly helped me in my game development journey and has opened my mind to many helpful techniques and practices. This book not only contains a full introduction to the C# language, but also includes information about playtesting, game frameworks, and the game industry itself. Jeremy is able to explain complex concepts in a way that is very informative and straightforward. I have also found the prototype tutorials to be useful and effective for developing good programming practices. I would highly recommend this book to anyone looking to learn game development from scratch, or simply brush up on their skills. I look forward to using it as a guide and reference for future projects."

—**Logan Sandberg**, Pinwheel Games & Animation

"Jeremy's approach to game design shows the importance of prototyping game rules and prepares the readers to be able to test their own ideas. Being able to create your own prototypes allows for rapid iteration and experimentation, and makes better Game Designers."

—**Juan Gril**, Executive Producer, Flowplay

"*Introduction to Game Design, Prototyping, and Development* combines the necessary philosophical and practical concepts for anyone looking to become a Game Designer. This book will take you on a journey from high-level design theories, through game development concepts and programming foundations. I regularly recommend this book to any aspiring game designers who are looking to learn new skills or strengthen their design chops. Jeremy uses his years of experience as a professor to teach you how to think with vital game design mindsets so that you can create a game with all the right

Introduction to Game Design, Prototyping, and Development

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