



# Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C#

By Jeremy Gibson Bond

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## Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# By Jeremy Gibson Bond

Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity™ and C#

Award-winning game designer and professor Jeremy Gibson has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills.

*Introduction to Game Design, Prototyping, and Development* is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms.

If you want to develop games, you need strong experience with modern best practices and professional tools. There's no substitute. There's no shortcut. But you can get what you need in this book.

### COVERAGE INCLUDES

- In-depth tutorials for eight different game prototypes
- Developing new game design concepts
- Moving quickly from design concepts to working digital prototypes
- Improving your designs through rapid iteration
- Playtesting your games and interpreting the feedback that you receive

- Tuning games to get the right “game balance” and “game feel”
- Developing with Unity, today’s best engine for independent game development
- Learning C# the right way
- Using Agile and Scrum to efficiently organize your game design and development process
- Debugging your game code
- Getting into the highly competitive, fast-changing game industry

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### Editorial Review

#### Review

Praise for *Introduction to Game Design, Prototyping, and Development*

“*Introduction to Game Design, Prototyping, and Development* combines a solid grounding in evolving game design theory with a wealth of detailed examples of prototypes for digital games. Together these provide an excellent introduction to game design and development that culminates in making working games with Unity. This book will be useful for both introductory courses and as a reference for expert designers. I will be using this book in my game design classes, and it will be among those few to which I often refer.”

—**Michael Sellers**

Professor of Practice in Game Design, Indiana University, former Creative Director at Rumble Entertainment, and General Manager at Kabam

“Prototyping and play-testing are often the most misunderstood and/or underutilized steps in the game design and development process. Iterative cycles of testing and refining are key to the early stages of making a good game. Novices will often believe that they need to know everything about a language or build every asset of the game before they can really get started. Gibson’s new book prepares readers to go ahead and dive in to the actual design and prototyping process right away; providing the basics of process and technology with excellent “starter kits” for different types of games to jumpstart their entry into the practice.”

—**Stephen Jacobs**

Associate Director, RIT Center for Media, Art, Games, Interaction, and Creativity (MAGIC) and Professor, School of Interactive Games and Media

“Jeremy Gibson’s *Introduction to Game Design, Prototyping, and Development* deftly 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 in order to make your own playable video games. Jeremy uses his years of experience as a professor to teach the reader how to think with vital game design mindsets so that you can create a game with all the right tools at hand. A must-read for someone who wants to dive right into making their first game and a great refresher for industry veterans.”

—**Michelle Pun**

Senior Game Designer, Zynga

#### About the Author

**Jeremy Gibson** is a lecturer teaching computer game design for the Electrical Engineering and Computer Science department at the University of Michigan Ann Arbor and is the founder of ExNinja Interactive, LLC. From 2009 to 2013, he was an Assistant Professor teaching game design and prototyping for the Interactive Media and Games Division of the University of Southern California’s School of Cinematic Arts, which was the number one game design school in North America throughout his tenure there. Jeremy serves the IndieCade independent game festival as the Chair for Education and Advancement, where he is responsible for the IndieXchange and GameU conference tracks, and he has spoken at the Game Developers Conference every year since 2009.

Jeremy earned a Master of Entertainment Technology degree from Carnegie Mellon University's Entertainment Technology Center in 2007 and a Bachelor of Science degree in Radio, Television, and Film from the University of Texas at Austin in 1999. Jeremy has worked as a programmer and prototyper for companies such as Human Code and frog design, has taught classes for Great Northern Way Campus (in Vancouver, BC), Texas State University, the Art Institute of Pittsburgh, Austin Community College, and the University of Texas at Austin, and has worked for Walt Disney Imagineering, Maxis, and Electronic Arts/Pogo.com, among others. While in graduate school, his team created the game *Skyrates*, which won the Silver Gleemax Award at the 2008 Independent Games Festival. Jeremy also apparently has the distinction of being the first person to ever teach game design in Costa Rica.

## **Users Review**

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#### **Charlotte Hawley:**

This Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# book is not ordinary book, you have after that it the world is in your hands. The benefit you have by reading this book is definitely information inside this reserve incredible fresh, you will get details which is getting deeper you read a lot of information you will get. This Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# without we recognize teach the one who reading it become critical in considering and analyzing. Don't become worry Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# can bring whenever you are and not make your case space or bookshelves' come to be full because you can have it within your lovely laptop even mobile phone. This Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# having fine arrangement in word and layout, so you will not feel uninterested in reading.

#### **Daniel Moore:**

Spent a free time for you to be fun activity to accomplish! A lot of people spent their down time with their family, or their own friends. Usually they undertaking activity like watching television, gonna beach, or picnic inside the park. They actually doing same every week. Do you feel it? Do you want to something different to fill your free time/ holiday? Could possibly be reading a book may be option to fill your cost-free time/ holiday. The first thing you ask may be what kinds of guide that you should read. If you want to test look for book, may be the guide untitled Introduction to Game Design, Prototyping, and Development: From Concept to Playable Game with Unity and C# can be good book to read. May be it can be best activity to you.

#### **Pearl Dyson:**

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**Elaine Harvey:**

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