

Fundamentals Of Puzzle And Casual Game Design

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Fundamentals of Adventure Game Design explores adventure games, an old and unique genre of gaming that continues to earn a great deal of critical attention by its strong storytelling and its visual aesthetics. Fundamentals of Puzzle and Casual Game Design examines puzzle games and casual games in general.

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Fundamentals Of Puzzle And Casual Game Design

The word fundamentals implies touching upon all the basics but also all that is essential to puzzle game design, which this book doesn't at all. It's incredibly short (I read it on kindle but it's as long as a washing machine operating manual) and covers only very broad and generic definitions.

Amazon.com: Customer reviews: Fundamentals of Puzzle and ...

Ernest Adams, in his book Fundamentals of Puzzle and Casual Game Design (2014), references Kim's work talking about the " eight steps to create a good puzzle ". I want to highlight some ideas in these eight essential points. 1. Find inspiration: seems obvious, but it's a nuclear part of the process.

Gaming Conceptz: Eight steps for great puzzle designing

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