Creating Games: Mechanics, Content, and Technology

Morgan McGuire

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Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

Special features:

- Exercises at the end of each chapter combine comprehension tests with problems that help the reader interact with the material
- Worksheet exercises provide creative activities to help project teams generate new ideas and then structure them in a modified version of the format of a game industry design document
- Pointers to the best resources for digging deeper into each specialized area of game development
- Website with worksheets, figures from the book, and teacher materials including study guides, lecture presentations, syllabi, supplemental exercises, and assessment materials

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