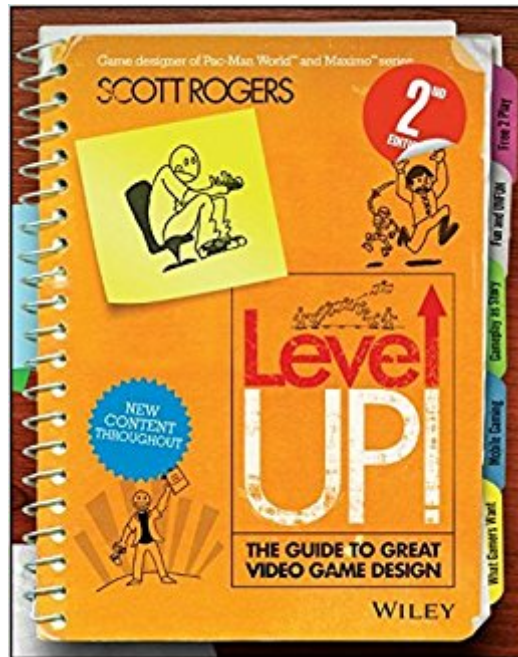




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Level Up! The Guide To Great Video Game Design



Synopsis

Want to design your own video games? Let expert Scott Rogers show you how! If you want to design and build cutting-edge video games but aren't sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience. Level Up! 2nd Edition has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including: Developing your game design from the spark of inspiration all the way to production Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged Creating games for mobile and console systems including detailed rules for touch and motion controls Monetizing your game from the design up Writing effective and professional design documents with the help of brand new examples Level Up! 2nd Edition includes all-new content, an introduction by David "God of War" Jaffe and even a brand-new chili recipe making it an even more indispensable guide for video game designers both in the field and the classroom. Grab your copy of Level Up! 2nd Edition and let's make a game!

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Customer Reviews

If you are looking for a video game design book that will appeal to teens and adults, look no further. Scott Rogers has updated his original Level Up and presented us with a new and improved tome about video games. Whether you are a professional or someone trying to break into the industry, Rogers has presented a fun and easy to read manual that will teach you how to design games. As a non professional, I really appreciated how each chapter had a logical order, building on the knowledge as you progressed. If you are using this as a teaching tool, there are "Universal Truths and Clever Ideas" at the end of each chapter, to remind the reader of the most important points as well as bullet points and bolded entries throughout to remind the student - hey! This part is important. There is discussion of basic theory - as in what makes a game, and plenty of hands on information: from how to write the story behind the game to the mechanics of camera placement and the decision of what kind of movement your video game character can do. The heart of this book are chapters that designers can refer to again and again on how to make a boss, the nuts and bolts of mechanics, the elements of combat. After reading this book, I feel like I have a good grasp on how to take an idea and make it into a viable game. With the rise of Apps and the ability of one person to create and design a game, this book is a handy reference tool to help that lone designer. Two things I LOVE about this book: Rogers sharp and snarky wit that shines through all his prose and his fantastic illustrations. Kids of all ages will be drawn into reading this book by his cartoons alone.

This review is from the first edition of the book. It's all still true, though some content may have moved around inside: If you are serious about making fun and successful videogames you will buy, read, and learn from this book. Whether you're just starting out or are a seasoned professional, putting the information from Level UP! into practice will make your games better. How do I know? Not only have I read the book, I was also Scott's boss at THQ from 2009-2010 when I worked there as Director of Creative Management. I was PAID to write his job reviews then, now I'm offering this review to you gratis. THE AUTHOR Scott was our department's heavy hitter when it came to nuts and bolts game design. He was a lifelong gamer (pen and paper as well as video game) who had been in the business from the early days. He'd seen and played it all, but more importantly he studied it. He had a detailed understanding of the underlying mechanics, psychology, and technical aspects of game design. (While I still haven't forgiven him for making Maximo (Capcom) too difficult early in his career) Scott was the go-to guy in the company for making good games better and "troubled" games shippable. He also put together a little booklet on game design basics that got

passed around the office and among some of the developers who we worked with. It was full of silly drawings and lots of great information - video game design 101 stuff that many people thought everyone in the business "should already know." It's been my experience that most people working professionally in the business don't know, or simply ignore this stuff and this is why a large number of the commercially released games fall short of reaching their potential. Level UP!

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