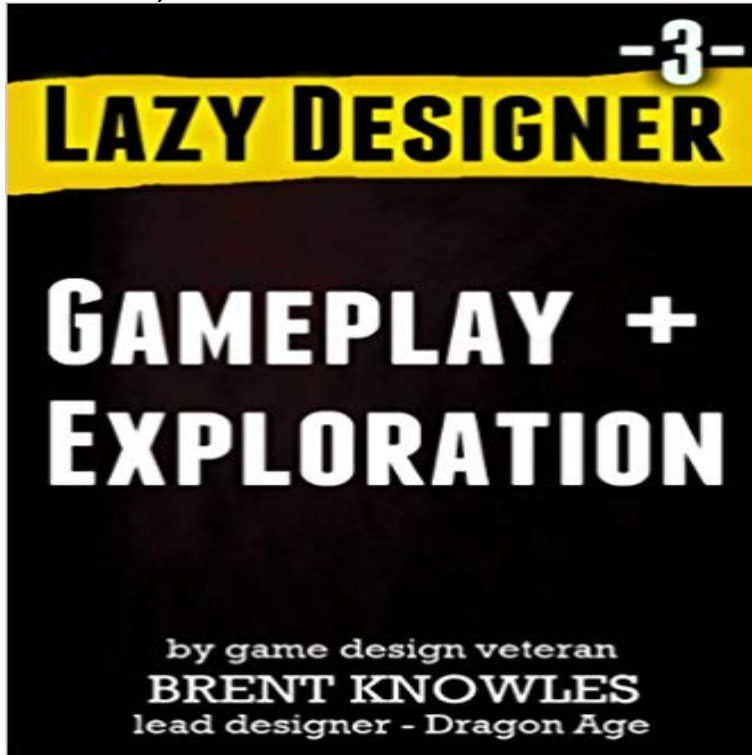


How To Design Gameplay and Exploration (Lazy Designer Game Design Book 3)



Brent Knowles continues his Lazy Designer series with a look at exploration and gameplay. From environment design to combat to building rule systems, Brent examines how to craft quality design. Includes practical advice for designers already working in the games industry and wishing to hone their skills as well as for those aspiring to such a career. With practical and blunt advice, the Lazy Designer will give you the skills necessary to become a valued, and maybe even essential, member of any development team. Brent Knowles is an industry veteran with over ten years experience and was a creative director on Neverwinter Nights and Dragon Age : Origins.

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