



Game Development Essentials: Game Level Design

Jeannie Novak, Travis Castillo

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Learn how to design game levels for the next generation of game engines with Game Development Essentials: Game Level Design. This book takes the reader on a creative journey that starts at a conceptual beginning and arrives at a polished end. Through this journey, you will learn the process of designing compelling worlds that immerse the player in interactive environments created from your imagination. Visceral worlds that tell a story through their aesthetics are combined with a refined design that allows the player to flow through a level. Learn to draw inspiration from the world around you and translate your ideas into playable game worlds!

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