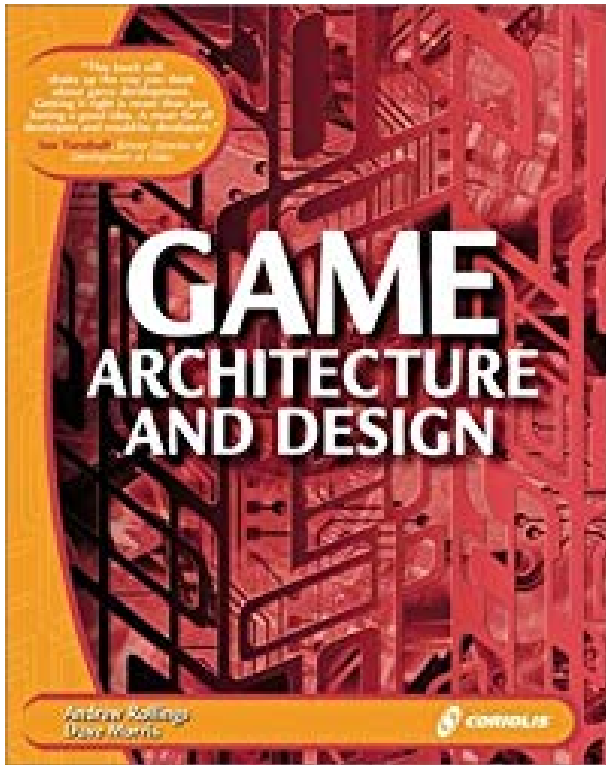


Game Architecture and Design: Learn the Best Practices for Game Design and Programming



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Teaches design, architecture, and management--the things programmers need to know before they can even begin writing code! Provides real-life case studies of what works and what doesn't. Takes the reader through all the necessary game creation steps--from seeing a game idea on paper to actually implementing that idea!