



# Introduction to Game Development, Second Edition

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## Introduction to Game Development, Second Edition

Welcome to Introduction to Game Development, Second Edition, the new edition of the book that combines the wisdom and expertise of more than twenty game industry professionals to give you a unique introduction to all aspects of game development, from design to programming to business and production. Organized around the curriculum guidelines of the International Game Developers Association (IGDA), the book is divided into seven independent sections, each featuring articles written by the experts on those topics. Suitable for both an introductory game development course or as a reference for game developers and designers, the book offers coverage of all the key concepts and ideas that encompass game development, while providing real-life examples and practical insight. Fully revised for today's technology, this second edition features an expanded section on game design, a new chapter on game writing and interactive storytelling, and much more. And the accompanying CD-ROM contains all the source code, demos, art files, and other materials referenced throughout the book. Introduction to Game Development, Second Edition is a must-have resource for anyone who wants to understand the entire game development process.

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