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Adams Publisher:
New Riders, 2009
Pages: 700 ISBN:
978-0321643377

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Aimed at: Hands-off
designers Rating: 1
Pros: Not actually

misleading,
comprehensive

Cons: Boring,
unmotivating, too
keen on being
comprehensive

Reviewed by: Mike
James

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Construct a game 's
core mechanics and

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(money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises,

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accessible to
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such as children,
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Ernest Adams is a
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consultant, teacher,
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Chapter 2, "Design
Components and
Processes,"

introduces the
concept of realism
in the context of a
discussion about
core mechanics. All
games, no matter
how realistic,

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require some abstraction and simplification of the real world. Even the multimillion-dollar flight simulators used for training commercial pilots are incapable of turning the cockpit completely upside down.

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