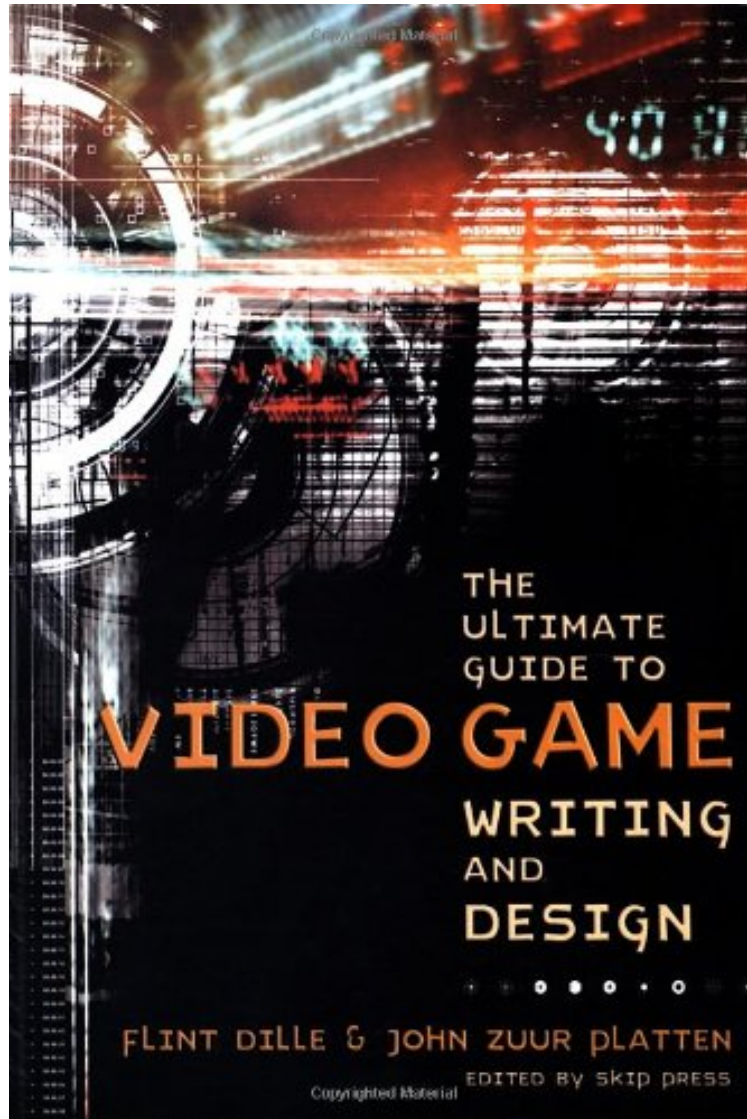


(Free pdf) The Ultimate Guide to Video Game Writing and Design

The Ultimate Guide to Video Game Writing and Design

Flint Dille, John Zuur Platten

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Flint Dille, John Zuur Platten : The Ultimate Guide to Video Game Writing and Design before purchasing it in order to gage whether or not it would be worth my time, and all praised The Ultimate Guide to Video Game Writing and Design:

3 of 3 people found the following review helpful. Could use reeditionBy A.BolducWhile interesting, I feel the book only covers the bare surface and is kind of outdated. Video game design is getting more and more intricate and the method of this book doesnt really hit the spot anymore.2 of 2 people found the following review helpful. Excellent

MaterialBy Brandon FranksThis book provides a wonderful median for experienced screenwriters and brand new ones who are neither experienced in game or film writing. The writing is neither trivial, nor over the head of the reader. More importantly, the material and examples inside are more recent. Most books I have gone over include films and events from older generations where the younger readers may not know about them or understand the full effects. Regardless if you are young or old, new or experienced, this book takes your position into account for writing the story to your game. It also includes the numerous other factors that are essential for making this game a reality, such as presenting the story to companies for creation.37 of 39 people found the following review helpful. For anyone looking to write/design for video gamesBy Nicholas DiMucciAs a screenwriter, I wanted to dive into the challenges of writing for video games as I believe that it is the future medium of choice for storytelling and entertainment. Taking the advice of the many other consumer reviewers before me on , I bought this book and I haven't looked back since. It is very complete and helpful covering almost every aspect of game design and writing, but more importantly, how writing for games is a totally different craft than writing for film or literature, and how to tackle the many different challenges involved. The book takes you into the psyche of an average gamer and deconstructs what they're expectations are, and should be.I believe it helps greatly to have some storytelling experience, preferably screenwriting, to make the most use of this book and to understand it better. Otherwise, you might feel a bit confused and left out if you have never written narrative storytelling before.A great book for noobs and pros alike!

Authors are top game designers Aspiring game writers and designers must have this complete bibleThere are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video Game Writing and Design goes way beyond the basics. The authors, top game designers, focus on creating games that are an involving, emotional experience for the gamer. Topics include integrating story into the game, writing the game script, putting together the game bible, creating the design document, and working on original intellectual property versus working with licenses. Finally, theres complete information on how to present a visionary new idea to developers and publishers. Got game? Get The Ultimate Guide to Video Game Writing and Design.

About the AuthorFlint Dille is an American writer and game designer. He is best known for his animated work, includingTransformers, G.I. Joe, and An American Tail: Fievel Goes West. He has also written for games, including The Chronicles of Riddick: Escape from Butcher Bay and Dead to Rights. He is the author with John Zuur Platten of The Ultimate Guide to Video Game Writing and Design.John Zuur Platten began his career at Universal Studios, working as a production coordinator on a number of series including Lassie and Harry and the Hendersons. He currently works in games and interactive media, and was the producer, lead designer, director, and writer for the Eidos video game Fear Effect. He lives in California.