

Game Development Essentials: Game Story & Character Development

Marianne Krawczyk, Jeannie Novak

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Game Story & Character Development-the newest installment in Cengage Learning's acclaimed Game Development Essentials series-shows how to create compelling stories and characters specifically for games. The book examines the history of storytelling, traditional and game-specific story structure, and all aspects of character development, including physical, psychological, sociological, and verbal. Filled with commentary from game industry professionals-and featuring a companion CD containing game story documentation and demos-Game Story & Character Development is an essential guide for game designers, writers, students, and professionals.



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