

LEVEL UP BOOK



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Level Up! has been written with all levels of game designers in mind. Over 400 drawings illustrate design concepts and common pitfalls of game design, making Level Up! an indispensable guide for video game designers both 'in the field' and the classroom. So what are you waiting for? Grab this book and prepare to Level Up!

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Fun, approachable and filled with great illustrations and diagrams, Level Up! is a great starting point for anyone who wants to learn how to make video games and a great refresher for anyone who already works in games.

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Level UP! was created when Scott finally decided to "put on his daddy pants" (his words, not mine) and turn his booklet into a full-fledged book for the masses. I'm glad he did. **THE BOOK** The book opens with an overview of video game history and a general description of who does what on a development and publishing team.