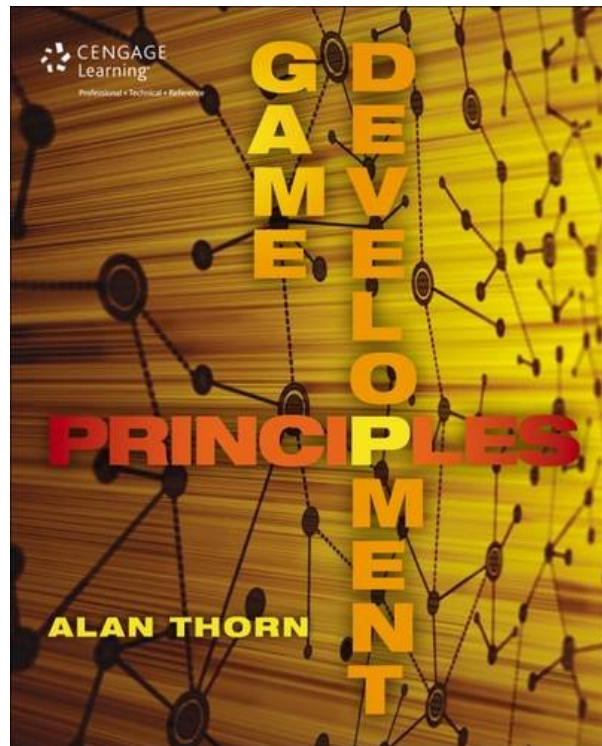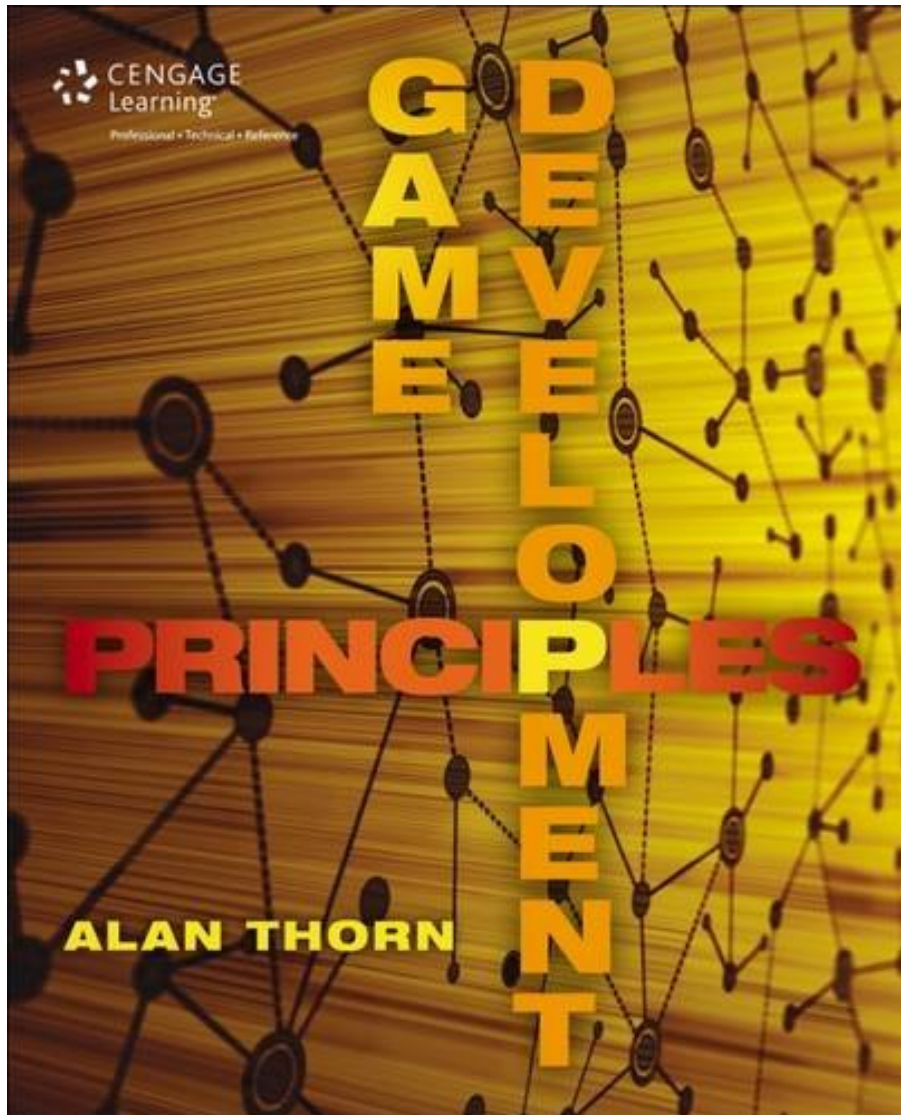# GAME DEVELOPMENT PRINCIPLES BY ALAN THORN

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About the Author
Alan Thorn is a London-based game developer, freelance programmer, and author with more than 13 years of industry experience. He founded the game studio Wax Lyrical Games in 2010 and is the creator of the award-winning game Baron Wittard: Nemesis of Ragnarok. He is the author of ten video training courses and thirteen books on game development, including Practical Game Development with Unity and Blender and UDK Game Development. Alan has worked freelance on more than 500 projects, including games, simulators, kiosks, serious games, and augmented reality software for game studios, museums, and theme parks worldwide. He is currently working on an upcoming 2D-adventure game, Mega Bad Code, for desktop computers and mobile devices.

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The art of game development requires much more than simply the ability to operate game-programming software. Compelling, successful games--games that enchant players and stand the test of time--are created by developers who have absorbed the fundamental principles of good game design. Unless you get your mind around that basic theoretical framework, making games is destined to remain a frustrating, disappointing exercise. In GAME DEVELOPMENT PRINCIPLES, developer Alan Thorn clearly lays out the core theoretical knowledge on which most successful game developers rely--the concepts, workflow practices, techniques, and general details that go into the making of great computer games. Each chapter focuses on a key set of development concepts, including game math, textures and materials, geometry and topology, lighting, sound, effects, and more. Through a variety of illustrations, case studies, and examples, all your questions about the fundamentals of game development will be answered in a friendly, easy-to-grasp way. And you'll finish GAME DEVELOPMENT PRINCIPLES with a strong understanding of game development's core theoretical concepts.

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Outstanding book! Highly recommended!
By Stephen G. Hanley
Game Development Principles is a definite must-read for both newcomers to the game development industry

and experienced developers.

Game Development Principles is comprehensive, providing a big-picture look at workflows involved in game development as well as digging deep to illustrate in detail the stages of game development: Basic Design & Brainstorming, Prototyping, Refining Design, Engine Development, Asset Creation, Scripting, Testing and Debugging and Distribution and Marketing.

The author has a wealth of experience and is very careful to share very important tips and tricks he has gained through study and experience. The workflow suggestions and the tips in this book, if learned and practiced, will not only save a developer hours of time but the game produced will be tweaked for performance. In short, you can do it the hard way, by trial and error and tons of time, or, you can save time and follow the guidelines and workflows in Game Development Principles. The principles covered are foundational and cover all methods of development. Regardless of the game engine software you use, the book will save time and help you produce a robust game.

My game engine of choice is Unity 4. If you are just beginning game development, I highly suggest reading Game Development Principles cover to cover and then following up with Unity 4 Fundamentals by Alan Thorn. Reading, studying and applying the workflows in these two books will give you a very solid foundation and help you release a game of your own design.

Finally, Alan Thorn writes in a very comprehensive and thorough style; you get the feeling that he is talking with you, guiding you through the game development process. I highly recommend Game Development Principles; my copy is dog-eared and highlighted with tons of notes already - it will be a reference on my desk for a long time. Thanks!

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