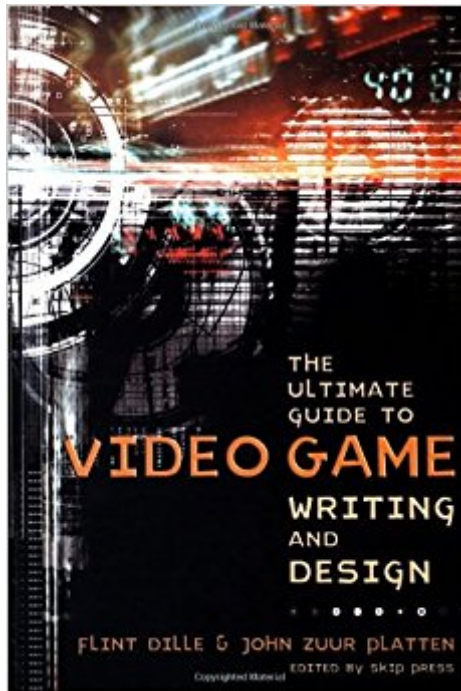




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# The Ultimate Guide To Video Game Writing And Design



## Synopsis

Authors are top game designers. Aspiring game writers and designers must have this complete bible. There 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, there's 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*.

## Book Information

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## Customer Reviews

Flint Dille and John Zuur Platten's company, The Bureau of Film and Games, develops original games for next-generation platforms. They co-wrote *Chronicles of Riddick: Escape from Butcher Bay*, which GameSpot called "superb—one of the year's best action games." Flint Dille's credits include *Dead to Rights* and *Batman: Rise of Sin Tzu*. John Zuur Platten's credits include *Red Ninja* and *Scooby-Doo 2005*. The authors live in Los Angeles.

I am only halfway through this book and I love it already! This guide could benefit anyone at any stage of their career in game development. There are some typos here and there, but it in no way diminishes the content. The author was very thoughtful and thorough, going step by step in the process of game development from the conception of a new game idea to its iteration with all of the important things in between. I especially appreciate the level of detail provided for storyline development, character development, and game features such as punishment and reward (common features used today versus lesser used alternatives for a fresher approach). I recommend this book to anyone interested in game development as a hobby or a career, or for those who just have a personal interest in the creative process of game making.

While 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 doesn't really hit the spot anymore.

This is not so much a guide, but more of a diary.

Would be very useful, but the language is bad. Could have been written without bad language. Sent it back because my preteen doesn't need to read those words in order to learn programming.

I have been flipping through and referencing this book ever since I got it! The author does a great job of explaining the roles in a game development team and then dives head first into writing a game. He gives few examples but confidently explains the basic steps on video game writing. When I started on my project I had a basic idea of how the story would go, this book changed everything! He gives great brainstorming ideas, methods of organizing thoughts, what to write about, what not to write about, how to convey information to the player, and much much more! Wonderful book! A must buy for your library!!

This 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.

As 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!

This book was really good reading for those who wants to learn more about writing stories, and learn about designing video games. I use this book almost everyday as a reference guide while I work on my game projects. Its highly recommended for those who wants to learn more about this issue!

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