

## LEVEL DESIGN FOR GAMES CREATING COMPELLING GAME EXPERIENCES%0A

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As an experienced game developer, I found "Level Design for Games" to be a refreshing change, focusing as it does on real world level documentation, from brainstorming, to paper maps, to prototyping and final development.

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Whether you're a game developer or simply an avid player, you know that at the heart of any great co

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And at the core of a game development team are the level designers: the people who create the spaces and environments that you move through while playing the game. This work starts at the beginning of the game development process, explaining the level designer's role in the preproduction phase, and then moves in to the production phase.

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