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By Morgan McGuire

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WILLIAMSTOWN, Mass., March 23, 2009 - "Creating Games: Mechanics, Content, and Technology," by Morgan McGuire of Williams College and Odest Chadwicke Jenkins of Brown

May 31, 2009 9781568813059 Creating games; mechanics, content, and technology. McGuire, Morgan and Odest Chadwicke Jenkins. A K Peters Ltd. 2009 533 pages

The aim of the page is to discuss the design and development of a Real Time Strategy game (RTS), The Game Mechanics (content required) Designing Races Counters.

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Morgan Mcguire is the author of *Creating Games* (4.50 avg rating, 8 ratings, 1 review, published 2008), *Computer Graphics* Morgan Mcguire s Followers.

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