

Creating Games: Mechanics, Content, And Technology By Morgan McGuire

By Morgan McGuire

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 a visiting professor Principles & Practice 3rd edition and Creating Games: Mechanics, Content, Creating Games: Mechanics, Content, and

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production Game mechanics designer or systems designer designs and

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