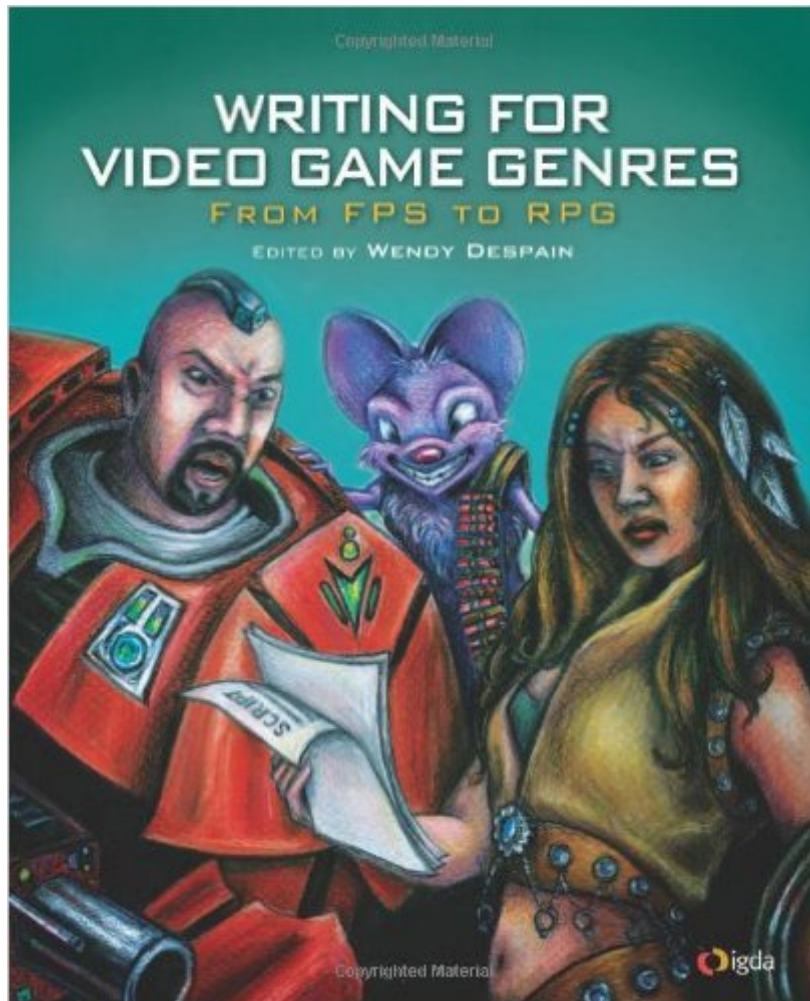


The book was found

# Writing For Video Game Genres: From FPS To RPG



## Synopsis

This book, written and edited by members of the International Game Developers Association (IGDA) Game Writing Special Interest Group, follows the acclaimed Professional Techniques for Video Game Writing to deliver practical advice from seasoned veterans on the special challenges of writing for first-person shooter games (FPS), role-playing games (RPG), and everything in between, including massively multiplayer online games, real-time strategy games, sports games, horror games, serious games, casual games, handheld games, and more. Game writing samples are included with the book, and more are available online.

## Book Information

Paperback: 300 pages

Publisher: A K Peters/CRC Press; 1 edition (February 26, 2009)

Language: English

ISBN-10: 1568814178

ISBN-13: 978-1568814179

Product Dimensions: 7.4 x 0.6 x 9.1 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 3.3 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #1,745,451 in Books (See Top 100 in Books) #37 inÂ Books > Computers & Technology > Programming > Languages & Tools > RPG #1253 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming #2067 inÂ Books > Textbooks > Computer Science > Graphics & Visualization

## Customer Reviews

3rd book for writers from the IGDA Each genre is covered by a dif author with a dif personality. Theyre all pros. Most of the chapters have \*something\* to offer. Maybe not what you expect or what you hope for, but you get something of value. It's worth a read. The only iffy one so far has been the fantasy sci fi rant. The guy scolds the younger generations for mixing fantasy and sci fi, and for not reading deep enough into the dif genres... but the guy doesnt seem well read himself.

Wendy Despain edits WRITING FOR VIDEO GAME GENRES FROM FPS TO RPG, a fine pick from members of the International Game Developers Association Game Writing Special Interest Group, and offers a set of advice and best practice tips for first-person shooter games, role-playing games, and more. Sports games, horror, and others are covered along with game writing samples

and supportive information online making for an excellent presentation any serious computer gamer needs.

Considering the fact that this garbage is written by "professionals" who at one time or another worked for triple A companies like EA...yeah, you do the math. The giants in the industry are not destroying video games, they are only destroying themselves. I'd like to see a book come out that's written by indie game writers as an alternative to this propaganda. Daniel Erickson? Come on! Really? He's the front man for yet another dying company: BioWare. Think for yourselves people.

[Download to continue reading...](#)

Writing for Video Game Genres: From FPS to RPG Literary Movements & Genres: Horror - L (Greenhaven Press Companion to Literary Movements and Genres) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) RPG II, RPG III, and RPG/400 with Business Applications (2nd Edition) RPG II, RPG III and RPG/400 (The Shelly/Cashman series) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Writing: A Guide Revealing The Best Ways To Make Money Writing (Writing, Writing Skills, Writing Prompts Book 1) RPG TnT: 101 Dynamite Tips 'n Techniques with RPG IV Make a 2D RPG in a Weekend: With RPG Maker VX Ace Free-Format RPG IV: How to Bring Your RPG Programs Into the 21st Century Make a 2D RPG in a Weekend: Second Edition: With RPG Maker MV RPG IV Jump Start, Fourth Edition: Your Guide to the New RPG RPG II and RPG III Structured Programming e-RPG: Building AS/400 Web Applications with RPG RPG Programming success in a day: Beginners guide to fast, easy and efficient learning of RPG programming e-RPG(V2): e-Volving RPG Applications for a Connected World Rpg II and Rpg III Programming The RPG Programmer's Guide to RPG IV and ILE Writing Romance: The Top 100 Best Strategies For Writing Romance Stories (How To Write Romance Novels, Romance Writing Skills, Writing Romance Fiction Plots, Publishing Romance Books) Horror (Greenhaven Press Companion to Literary Movements and Genres)

[Dmca](#)