

[Free] The Art of Game Design: A Book of Lenses (Morgan Kaufmann) (Paperback) - Common

## **The Art of Game Design: A Book of Lenses (Morgan Kaufmann) (Paperback) - Common**

*(author) Jesse Schell*

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Good game design happens when you view your game from many different perspectives, or lenses. This title shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames.