



# Level Up! The Guide to Great Video Game Design

By Scott Rogers

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*Level Up! 2nd Edition* has been NEWLY EXPANDED to teach you how to develop marketable ideas, learn what perils and pitfalls await during a game's pre-production, production and post-production stages, and provide even more creative ideas to serve as fuel for your own projects including:

- Developing your game design from the spark of inspiration all the way to production
- Learning how to design the most exciting levels, the most precise controls, and the fiercest foes that will keep your players challenged
- Creating games for mobile and console systems – including detailed rules for touch and motion controls
- Monetizing your game from the design up
- Writing effective and professional design documents with the help of brand new examples

*Level Up! 2nd Edition* includes all-new content, an introduction by David “God of War” Jaffe and even a brand-new chili recipe –making it an even more indispensable guide for video game designers both “in the field” and the classroom.

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