Want to design your own video games? Let expert Scott Rogers show you how!

If you want to design and build cutting-edge video games but aren’t sure where to start, then the SECOND EDITION of the acclaimed Level Up! is for you! Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maximo and SpongeBob Squarepants, this updated edition provides clear and well-thought out examples that forgo theoretical gobbledygook with charmingly illustrated concepts and solutions based on years of professional experience.

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
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ABOUT THE AUTHOR

Scott Rogers (Thousand Oaks, CA) is a Principal Imagineer at Walt Disney. After deciding that game designers have more fun, Scott embarked on a career creating game designs for a number of successful titles including Sony's GOD OF WAR, Capcom's MAXIMO: GHOSTS TO GLORY and its sequel MAXIMO VS. ARMY OF ZIN, Namco's PAC-MAN WORLD and THQ's DRAWN TO LIFE series. He lives in Thousand Oaks with his family and a large collection of video games.

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