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Realism. Once again: Every design decision you make must serve the entertainment value of the game. In addition, every design decision must serve your goals for the game's overall degree of realism. Some genres demand more realism than others. It's up to you to establish how much realism you want and in what areas.

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Yesterday I got a chance to read the first 5-6 chapters. I loved it! Great job! I will definitely use it in my class next year.

Congratulations on creating a readable and insightful book on game

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Construct a game's core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game

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characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players.

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