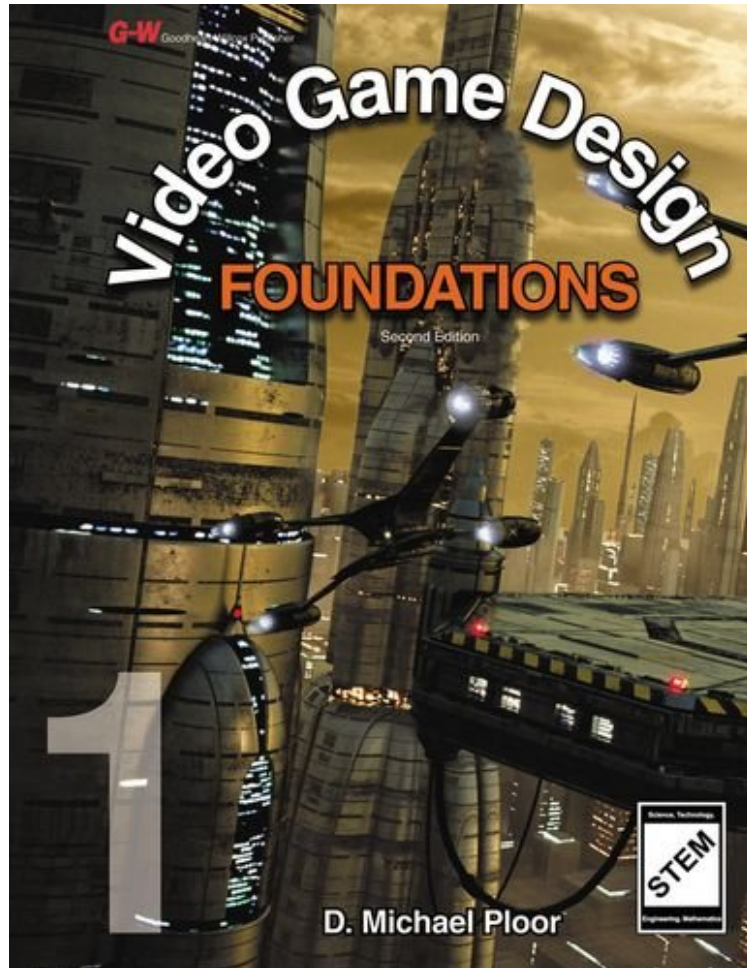


Video Game Design Foundations: Software Design Guide

D. Michael Floor

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D. Michael Floor : Video Game Design Foundations: Software Design Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Video Game Design Foundations: Software Design Guide:

The Software Design Guide provides the hands-on application of the theory presented in the textbook. The SDG should be considered an integral part of the curriculum. It is where students take the theory learned in the textbook and use that knowledge to build video games. Working in simulated design teams, students will experience all aspects of video game design, from the planning stages, through the design and programming, and concluding with a capstone project. Each chapter in the SDG is correlated to the textbook chapter. There are several activities for each chapter. The last chapter in the SDG is a capstone project that requires students to apply all of the knowledge acquired in the textbook and SDG. The activities in the software design guide make use of The Games Factory 2, which is a fully-

functioning game engine (not a demo version). The Games Factory 2 is available free to schools with the purchase of the software design guide. It may be installed on any school owned or leased computer.

About the AuthorD. Michael Ploor is a business technology education teacher in Hillsborough County Public Schools (Tampa, FL). He has been teaching video game design for several years. Mike also has private-sector experience in business and computer programming. Mike is a National Board Certified Teacher and holds a B.S. in Marketing and an M.B.A. He is also the author of Introduction to Video Game Design and Video Game Design Composition.