

## Fundamentals Of Strategy Game Design Ernest Adams

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*Fundamentals of Strategy Game Design* by Ernest Adams

Fundamentals of Strategy Game Design Ernest Adams Game Features Strategy games can either be turn-based or played in real time. Pure strategy games (those that contain only conflict challenges, with no economic or physical challenges) tend to be turn-based rather than operating in real time.

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GameDev.net is your resource for game development with forums, tutorials, blogs, projects, portfolios, news, and more. My experience playing a lot of strategy games and reading designer notes has lead me to the conclusion that too few strategy game designers think about what they are doing in an analytical way.

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Fundamentals of Game Design is entirely about game design. It does not cover program - ming, art, animation, music, audio engineering, or writing. Nor is it about project management, budgeting, scheduling, or producing. However, it does refer to all these things, because your design decisions will affect them all significantly.

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