



Game Writing Handbook (Charles River Media Game Development)

Rafael Chandler

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Game Writing Handbook (Charles River Media Game Development) Rafael Chandler

This practical guide is ideal for anyone interested in learning how to write scripts and stories for video games, particularly movie writers and fiction authors. It is also intended to instruct current video game writers and designers about how to be more effective in collaborating with the developers, programmers, level designers, designers, musicians, concept artists, producers, and directors. It details how important writing a good story is, and provides practical information about designing storylines, creating characters, and writing dialogue. The book offers field-tested techniques for organizing data, formatting documents, and presenting information. It outlines a framework for guiding the creative process, and features spreadsheets, checklists, document templates, and dozens of examples of screenplays. In addition, it teaches the nuts-andbolts facts about the process of writing a game, along with details on the day-to-day work of a writer, from concept to ship date. Each chapter is accompanied by from-the-trenches interviews with experienced game writers and designers.



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