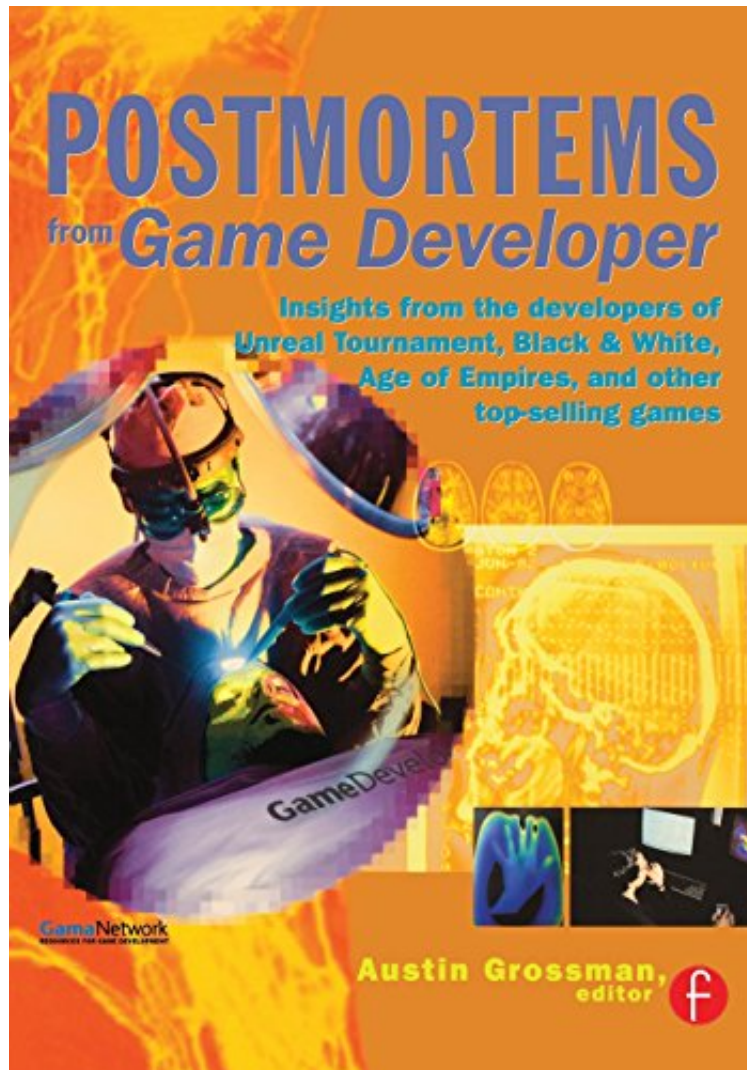


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# Postmortems from Game Developer: Insights from the Developers of Unreal Tournament, Black and White, Age of Empires, and Other Top-Selling Games

Austin Grossman

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**Austin Grossman : Postmortems from Game Developer: Insights from the Developers of Unreal Tournament, Black and White, Age of Empires, and Other Top-Selling Games** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Postmortems from Game Developer: Insights from the Developers of Unreal Tournament, Black and White, Age of Empires, and Other Top-Selling Games:

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The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.