



# Fundamentals of Construction and Simulation Game Design

*Ernest Adams*

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# Fundamentals of Construction and Simulation Game Design

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## **Fundamentals of Construction and Simulation Game Design** Ernest Adams

You understand the basic concepts of game design: gameplay, user interfaces, core mechanics, character design, and storytelling. Now you want to know how to apply them to the construction and simulation game genre. This focused guide give you exactly what you need. It walks you through the process of designing for the construction and simulation genre and shows you how to use the right techniques to create fun and challenging experiences for your players.

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