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# Fundamentals Of Puzzle And Casual Game Design

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***Casual Game Design Roundtable: Miscellaneous Casual***

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Delivered at **Casual** Connect USA 2015 In this roundtable, Dave Rohrl, Steve Meretzky, and Juan Gril bring their highly-respected ...

***How to Play Magic: The Gathering*** Learn the **basic** rules of Magic, including: how to win, your first turn, combat, casting cards, creatures, spells, and instants. How to ...

***My Level Design Philosophy + Tips For Designing Levels*** Designing levels and level design philosophy can be complicated...but I share my top tips for creating indie game levels in ...

***Open-Ended Puzzle Design at Zachtronics*** In this 2019 GDC talk, podcaster Drew Messinger-Michaels talks to Zachtronics founder and creative director Zach Barth about ...

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**Book Review: Casual Game Design** Review of the book Casual Game Design

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**DOs and DON'Ts of Honest Puzzle Game Design** An educational talk on **Puzzle** Game Design which I gave live on March 21 2015. Q&A starts at 58:17 The links at the end of the ...

**Michael Boggs Talks Netrunner - Fundamentals, Kitara, and the Future** Lead Designer for Android: Netrunner, Michael Boggs, discusses his history with the game, design challenges, and the future ...

**How to make Your First Game TODAY! - (Unity 3D)** You'd

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like to make a video game? - This guide is for you! ○ Download Unity: <https://store.unity.com/?aid=1101IPGj> ○ Full Unity ...

***What makes a jigsaw puzzle easy or difficult?*** Today I'm talking about what elements make a jigsaw **puzzle** easy or difficult, so you know what to look for if you're just starting out ...

***Azada Casual Adventure Game*** Learn more here:  
<http://www.subsoap.com/forum/showthread.php?tid=402>  
Trapped in a magical **puzzle** book, the adventurous ...

***Episode 8: Ins and Outs. (S1: New Games - Puzzle)*** ins and outs is an addictive maze-like **puzzle** game that you can play casually or competitively with your friends!...

***Designing for failure: Rapid, iterative prototyping for casual games*** Indie developer Scott Jon Siegel discusses why

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failure in game development is unavoidable, but the trick is to anticipate and plan ...

### ***Old Man's Journey // Casual Puzzle Adventure // Indie***

**Showcase** SUBSCRIBE: <http://bit.ly/2dHTcra> Gameplay Showcase Playlist: <http://bit.ly/29Iz2XN> Game keys have been provided by the ...

***Puzzles Vs Problems: A Two-Sided Genre*** Follow me on Twitter- <https://twitter.com/Thefearalcarrot> Support The Architect of Games on Patreon- ...

### ***How to Create and Use a Puzzle Mechanic | Portal 2 - DiM***

**#01** This is the first video in my game design series which focuses more on direct advice rather than analysis. The first video ...

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**Layton Hawkes - Perfecting Our Puzzles: Lessons in Level Design from Bears vs. Art** Using examples from the development of Halfbrick's Bears vs. Art, this talk will explore the key lessons learned from designing ...

**Mahjong Puzzle - Coliseum Easy-- Microsoft Casual Game** Mahjong **Puzzle** - Coliseum Easy- Microsoft **Casual** Game This video shows you the easy level Mahjong game from the Microsoft ...

**What Lies Underground - Puzzle Game - Android and iOS Preview** What Lies Underground, a point and click **puzzle** adventure game for Android and iOS. Challenge your **puzzle** solving skills.

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