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book, my buddy and I had major breakthroughs with our game
that had been trapped by bad design. Designing Games:
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I'm Tynan Sylvester. I design games and I wrote a book about it. I also worked on BioShock Infinite and very much enjoy bacon. Currently working on indie project RimWorld with Ludeon Studios. Twitter: @TynanSylvester

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In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design.

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