

Designing Wargames introduces the play and design of classic hex-and-counter board wargames. Written as a textbook, Designing Wargames should appeal to board and computer game designers, board game players, and designers of serious war games for historical and military study. Phillis opens with a discussion of the basic elements combined to create strategic games, including representation, theme, style, mechanisms, voice, shape, and content. To introduce non-players to board wargames, he describes in detail the play of four classic board wargames, namely Stalingrad, 1914, Panzerblitz, and Fall of Manjuku. A path to designing a game, stressing the central importance of iterative development and playtesting, is advanced. Several fundamental mechanisms and their variations, including the zone of control and command and control rules, are examined in detail. A case study contrasts a half-dozen games on a single historic campaign, comparing how different designers have created radically different games that represent the same historic outcomes. A paragraph by paragraph analysis of the written rules of one game is given. Issues related to luck and technology are examined. An extensive set of homework problems, many in the form of development projects, support the material in the text. Phillis lectures on the material in the text may be seen on YouTube on the GeorgePhillis channel.

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5. The Future. Chapter 7. Designing Computer Games. 1. Overview. 2. The Spec. 3. .. The most visible development has been the introduction of personal . military schools were using it as a textbook for courses on wargame design.

Perspectives on Wargaming James F. Dunnigan Pat Harrigan, Matthew G. Kirschenbaum. Perla, Peter, and Michael Introduction. Studies in Game Design Book 5. Amazon George. Designing Wargames” Digital Services. Pickering, Andy.

Compre Zones of Control: Perspectives on Wargaming (Game Histories) (English Designing Wargames - Introduction (Studies in Game Design Book 5). A wargame is a type of strategy game that simulates warfare to some degree of realism, This is common in military wargames, which are primarily for research and training . Recreational wargame designers, by contrast, tend to use abstract scaling . Also, card driven games (CDGs), first introduced in , use a deck of.

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