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Overview - Jason Schreier's Blood, Sweat and Pixels is a fascinating look at how videogames are made from a production standpoint. Taking ten games, ranging

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from indie-darlings to the most high-profile games made in the last decade, he investigates the production process to determine what does it take to make a hit game.

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Blood, Sweat, and Pixels is a celebration

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of crunch time, and of all the pieces that have to come together to make a video game work. Video games are as complex an entertainment medium as we have, yet making them is a process beset by managerial chaos, incredibly bad tools (and I thought SQL Management Studio was a drag), and long long hours.

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the user can perform in the game. This
is a titanic work.

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Blood, Sweat and Pixels is an entire book of these sort of fact-finding missions. Ten chapters, ten stories of ten games. There are massive AAA titles like Uncharted 4, The Witcher 3 and Dragon...

'Blood, Sweat, And Pixels' Book Review: The Brutality And ...

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the development process of video

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game is to secure funding...

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