



Postmortems from Game Developer: Insights from the Developers of Unreal Tournament, Black and White, Age of Empires, and Other Top-Selling Games

By Austin Grossman

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The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.

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Editorial Review

Review

"Wow! What a fantastic book! "Postmortems" provides simply a wonderful survey of the pains and joys of game development." -- *Grady Booch, Chief Scientist, Rational Software Corporation (now a new division of IBM)*

About the Author

Editor **Austin Grossman** has expertly compiled and commented on the postmortems to bring insight to the collection. (Each *Game Developer* postmortem is credited to its respective author.) Presently a consultant on game design and interactive story development, Austin has 10 years' experience in the computer gaming industry. Notable writing and design credits include *Ultima Underworld II* and *System Shock* for Looking Glass Technologies and *Trespasser: Jurassic Park* for Dreamworks Interactive. Other credits include contributions to EA Games' *Clive Barker's Undying*, Ion Storm's *Deus Ex*, and Liquid Entertainment's *Battle Realms*.

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