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# Blood, Sweat, And Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made



## Synopsis

Developing video gamesâ "hero's journey or fool's errand? The creative and technical logistics that go into building today's hottest games can be more harrowing and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In Blood, Sweat, and Pixels, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kong-sized monkey wrenches thrown into the works by corporate, Blood, Sweat, and Pixels reveals how bringing any game to completion is more than Sisypheanâ "it's nothing short of miraculous. Taking some of the most popular, bestselling recent games, Schreier immerses readers in the hellfire of the development process, whether it's RPG studio Bioware's challenge to beat an impossible schedule and overcome countless technical nightmares to build Dragon Age: Inquisition; indie developer Eric Barone's single-handed efforts to grow country-life RPG Stardew Valley from one man's vision into a multi-million-dollar franchise; or Bungie spinning out from their corporate overlords at Microsoft to create Destiny, a brand new universe that they hoped would become as iconic as Star Wars and Lord of the Ringsâ "even as it nearly ripped their studio apart. Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, Blood, Sweat, and Pixels is a journey through development hellâ "and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

## Book Information

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## Customer Reviews

âœ Making video games is one ofÂ most transformative,Â exciting things Iâ™ve done in myÂ two decades as a freelance writer. Making videoÂ games is also anÂ excruciatingÂ journeyÂ intoÂ Hellmouth itself. Jason Schreierâ™s wonderfulÂ bookÂ captures bothÂ the excitement and the hell. Here, at long last, isÂ aÂ gripping, intelligentÂ glimpseÂ behind a thick (and needlessly secretive)Â creativeÂ curtain.â • (Tom Bissell,Â author ofÂ Extra LivesÂ andÂ Apostle,Â and writer on theÂ Gears of War,Â Uncharted, andÂ BattlefieldÂ franchises)âœ A meticulously researched, well-written, and painful at times account of many developersâ™ and studiosâ™ highs and lows. May need to make it required reading for the developers at my studio.â • (Cliff Bleszinski, creator of Gears of War and founder of Boss Key Productions)âœ The stories in this book make for a fascinating and remarkably complete pantheon of just about every common despair and every joy related to game development.â • (Rami Ismail, cofounder of Vlambeer and developer of Nuclear Throne

The creative and technical logistics that go into building todayâ™s hottest games can be more fraught with challenges and complex than the games themselves, often seeming like an endless maze or a bottomless abyss. In Blood, Sweat, and Pixels, Jason Schreier takes readers on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of six hundred overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, marketplace demands, and Donkey Kongâ™s sized monkey wrenches thrown into the works by corporate, Blood, Sweat, and Pixels reveals how bringing any game to completion is more than Sisypheanâ™s nothing short of miraculous. Examining some of the bestselling games and most infamous failures, Schreier immerses readers in the hellfire of the development process, whether itâ™s RPG studio BioWareâ™s challenge to beat an impossible schedule and overcome countless technical nightmares to build Dragon Age: Inquisition; indie developer Eric Baroneâ™s single-handed efforts to grow country-life RPG Stardew ValleyÂ from one manâ™s vision into a multimillion-dollar franchise; or Bungie employees spinning out from their corporate overlords at Microsoft to create Destiny, a brand-new universe that they hoped would become as iconic as Star Wars and Lord of the Ringsâ™ even as it nearly ripped their studio apart. Blood, Sweat, and Pixels is a journey through development hellâ™ and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to

create the best games imaginable.

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Blood Pressure: High Blood Pressure, Its Causes, Symptoms & Treatments for a long, healthy life.: Plus 9 Free Books Inside. (Blood Pressure, High Blood ... Hypertension, Blood Pressure Solutions.)  
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