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Key Chapter Questions

... Are there types of games best suited to

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it possible to introduce

changes to gameplay without losing players?

How effective is the

blending of gameplay

styles and genres?

Under the Sun . . .

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moving from general
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what point during development should the user interface be "locked"? How can GameSalad Creator help to enhance a game's interface? How do user interfaces differ based on genre? Points of Contact Hardware Atari joystick Power ...

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