Writing for Video Game Genres: From FPS to RPG

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This book, written and edited by members of the International Game Developers Association (IGDA) Game Writing Special Interest Group, follows the acclaimed Professional Techniques for Video Game Writing to deliver practical advice from seasoned veterans on the special challenges of writing for first-person shooter games (FPS), role-playing games (RPG), and everything in between, including massively multiplayer online games, real-time strategy games, sports games, horror games, serious games, casual games, handheld games, and more. Game writing samples are included with the book, and more are available online.

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