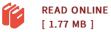# We Choose to Go to the Moon (Black White Edition): A First-Person Narrative of the Development Process Behind Buzz Aldrin s Space Program Manager (Paperback)

By MR Ignacio E Liverotti

Createspace Independent Publishing Platform, United States, 2016. Paperback. Condition: New. MR Mauricio Sanjurjo (illustrator). Language: English . Brand New Book ***** Print on Demand *****.Buzz Aldrin s Space Program Manager or SPM is a strategy game that focuses on the subject of the Space Race. The game was finally released in late October 2014 and its development started as a hobby project of Ignacio Liverotti, its Lead Developer, in early 2007. The project went through dozens of stages, including changes of target platforms, game engines, team members, programming languages and even scope as the result of the initial feedback from an Early Access Program. Being such a lengthy project, SPM provided a great learning experience across many disciplines. This book provides a first person narrative of the development process behind the game and will appeal to: -Game Designers who want to get practical advice on how to plan the pre-production phase of their projects and how to avoid common pitfalls during the production. -Game Programmers interested in learning techniques to reduce development time while ensuring that their games are as bug-free as possible. -Project Managers who have to coordinate a distributed team and want to minimize the amount of rework....

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