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Jesse Schell

The Art of Game Design: A Book of Lenses is a game design manual written by game designer Jesse Schell in 2008. Though Schell's stated goal in writing the book is "primarily to teach you [the

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reader] how to be a better videogame designer" (xxiv), the principles he explores in the book may be (and are intended to be) applied to any type of game.

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exactly what we needed. This book is not technical, it doesn't get into the specific details of how a game should be structured or coded. Rather it explains the different facets of the design process and how

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