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Blood, Sweat, and Pixels is a journey through development hell—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.

Amazon.com: Blood, Sweat, and Pixels: The Triumphant ...

This is an excerpt from my upcoming book, BLOOD, SWEAT, AND PIXELS, which comes out on September 5 and tells the stories behind 10 different games including Diablo III, Uncharted 4, and Star Wars ...

Amazon.com: Blood, Sweat, and

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Pixels: The Triumphant ...
Documenting the round-the-clock
crunches, buggy-eyed burnout,
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I Wrote A Book About The Making
Of Uncharted 4, Star Wars ...
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Blood, Sweat, and Pixels : The
Triumphant, Turbulent ...
Blood, Sweat and Pixels is an
entire book of these sort of fact-
finding missions. Ten chapters,
ten stories of ten games. There
are massive AAA titles like
Uncharted 4, The Witcher 3 and

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Dragon Age: Inquisition, and indie
upstarts like Pillars of Eternity,
Stardew Valley and Shovel Knight.

Info On Destiny 1's Development
From "Blood, Sweat, and ...
Blood, Sweat, and Pixels
audiobook, by Jason Schreier...
Developing video games—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...

Blood, Sweat, and Pixels - Jason
Schreier - E-book
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From "Blood, Sweat, and Pixels" by Jason Schreier. Discussion. All of this is paraphrasing from the book Blood, Sweat, and Pixels by Jason Schreier. Some of the earlier elements of Destiny come from a pitch by Jaime Griesemer, a lead designer on Halo 1-3. His pitch was called Dragon Tavern.

Blood, Sweat, and Pixels on Apple Books

Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, Blood, Sweat, and Pixels is a journey through development hell - 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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Developing video games—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.

How Blizzard Saved Diablo III
From Disaster - Kotaku

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unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable. About the Author. Jason Schreier is the news editor at Kotaku, a leading website covering the industry and culture of video games.

Blood, Sweat, and Pixels
(Audiobook) by Jason Schreier ...
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'Blood, Sweat, And Pixels' Book Review: The Brutality And ...
Blood, Sweat and Pixels Journalist Jason Schreier walks readers through the development of 10 recent games, finding marked similarities in the essential infrastructure of their design and production.

Blood, Sweat, and Pixels: The Triumphant, Turbulent ...
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Blood, Sweat and Pixels : NPR
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Blood, Sweat, and Pixels - Jason Schreier - Paperback
Today, I'm psyched to announce Blood, Sweat, and Pixels, a look behind the scenes of games like Uncharted 4, Star Wars 1313, and many more. It'll be out on September 5.

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Blood, Sweat, and Pixels : The
Triumphant, Turbulent ...

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