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AGILE GAME DEVELOPMENT WITH SCRUM



Pearson Education (US). Paperback Book Condition: new. BRAND NEW, Agile Game Development with SCRUM, Clinton Keith, Deliver Better Games Faster, On Budget-And Make Game Development Fun Again! Game development is in crisis-facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to...

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- Authored by Clinton Keith
- Released at -



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Reviews

This book will be worth buying. Better then never, though i am quite late in start reading this one. You may like how the blogger compose this publication.

-- Mrs. Kylie Oberbrunner II

The publication is great and fantastic. It can be filled with knowledge and wisdom You wont truly feel monotony at at any moment of your time (that's what catalogues are for about if you ask me).

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