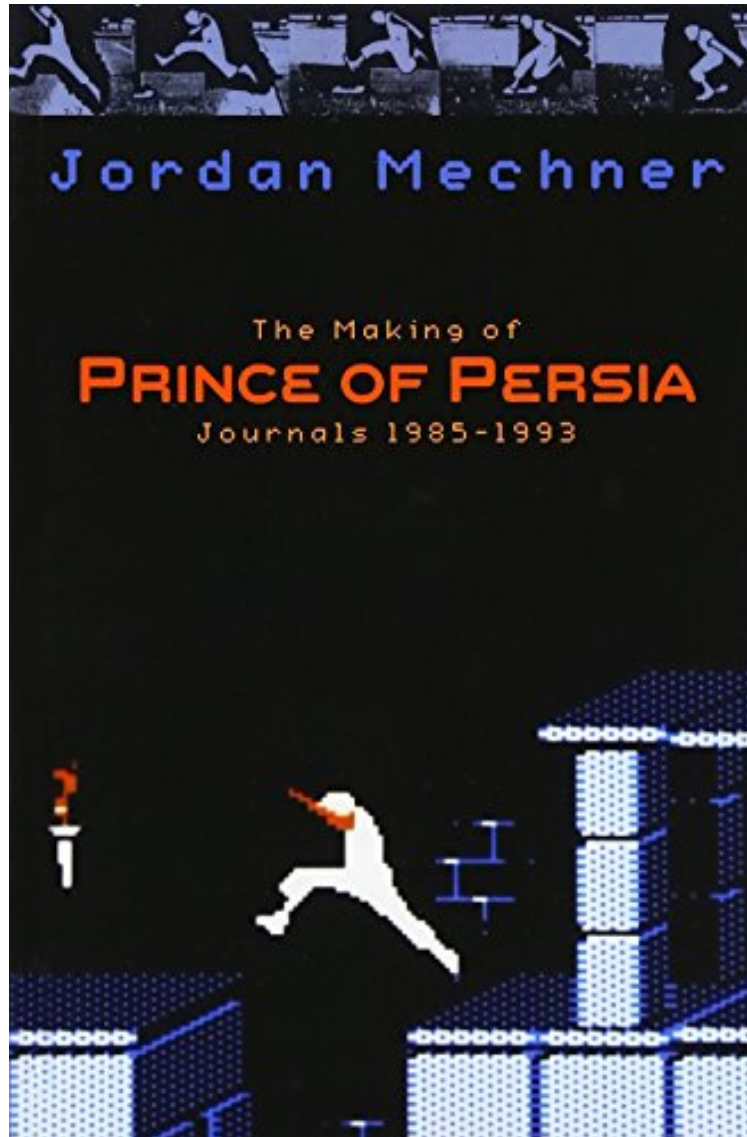


(Read free ebook) The Making of Prince of Persia: Journals 1985 - 1993

The Making of Prince of Persia: Journals 1985 - 1993

Jordan Mechner

*DOC | *audiobook | ebooks | Download PDF | ePub*



[Download](#)

[Read Online](#)

#589013 in Books 2011-12-22Original language:EnglishPDF # 1 8.00 x .75 x 5.251, .76 #File Name: 1468093657330 pages | File size: 40.Mb

Jordan Mechner : The Making of Prince of Persia: Journals 1985 - 1993 before purchasing it in order to gage whether or not it would be worth my time, and all praised The Making of Prince of Persia: Journals 1985 - 1993:

1 of 1 people found the following review helpful. Fascinating diary full of great observationsBy AndrewI remember very well those countless hours I spent playing Prince Prince 2. I played it on various PCs I had access to back then, 20 years ago. I played it slow and I played it fast, in blackwhite (monochrome), and in color, with a beeper, and a soundcard. Before I had a soundcard, I made myself a Covox, soldering a bunch of resistors together, and Prince was

the very first game I tested my poor-man digital sound interface against. It was mind-blowing when I first heard the game samples. In the next few months I went as far as ripping then the samples out of the game and writing a few songs myself featuring voices from the game. In brief, Prince left quite a mark and it's really unforgettable - it brought me my friends so much happiness and joy. So I was really thrilled to read through this book and know how the game was actually done. It's unbelievable by modern standards! I was always amazed by how games were written single handedly back then, but I still couldn't believe what I just read now. Aside from extremely interesting descriptions of the development and product management process, the book is full of invaluable insights about the life of a programmer, and the internals of a game publisher. It brought back all those memories from 20-25 years ago when I was a kid hacking around, "cracking" nearly all the games I had for "infinite lives". I "fixed" all the games I had, myself (so that I could play them till the very end), but Prince. To the best of my recollection, I used to play Prince without cheating :) It also reminded me of how I dreamed of writing games myself (and I actually wrote some very bad ones!) only to discover I don't really have neither talent for that, nor stamina. I'm currently involved in a software company, and I have certain relation to project product management, and seeing how our guys code, I can really appreciate the confessions of this diary. Huge kudos to Jordan for publishing it. I had this thought so many times through this book - it would have been extremely sad if Jordan didn't have enough strength and tenacity to finish the game back then! I was almost like "Please please finish it, dude! We really need it!" all the way through the chapters :) Again, it's still unbelievable after so many years how really groundbreaking the game became. 1 of 1 people found the following review helpful. Very good book about the building of iconic early-90s games By Jeff Geerling I enjoy 'documentary-style' books on old software applications and development teams (for example, Masters of Doom by David Kushner), but was a little hesitant at purchasing this book, since it seemed to be more-or-less a journal of Prince of Persia's author, Jordan Mechner (spoiler alert: it is). Reading through the book, it had some low points, to be sure, and could've been edited to take out a little bit of the rawness... but in some ways, those parts made the book feel more authentic, like 'inclusions' in a diamond. I loved playing both Prince of Persia and Prince of Persia 2 on my family's old Macintosh, and the book goes into great detail on the trials and tribulations Mechner himself went through in building the game, getting it on IBM, working on contracts and deals for ports to other platforms, etc. While I'm not a huge fan of the more modern PoP titles and movie franchise, the original games were so good, especially considering the limitations of the early 90's desktop computers. This book recaptured some of the moments of adrenaline I had when playing the game, and was also an interesting look into the video game industry in the 90s. It's also pretty awesome that you can go look at the original Prince of Persia source code (if you're a programmer, especially doing games, it's neat to see how barebones the actual code was in the 90s!). I would recommend this book to anyone doing freelance or small team programming, especially in games, and also anyone who grew up playing the Prince of Persia games and having a bit of a shudder on hearing the 'sha-clunk!' of the spikes raising up through the floor! 1 of 1 people found the following review helpful. taking the road less traveled By Niko B. I can't believe Jordan Mechner kept such detailed journals when he was going through all of his game development. I didn't expect to get into the book, but I could barely put it down. Its interesting seeing his method of exploration of the world while developing his game. I don't know if I could ever go the route of musicians, game designers, comedians, writers- taking huge risks and hoping for revenue down the road if your product sells. The story was fascinating (even if it didn't explain much about his earlier success/work, and even though it kind of cut off abruptly). He went through a lot of ups and downs, but had a pretty exciting life for being a computer programming nerd (just look at the PoP source code he posted- its crazy!). This is an inspiring read, and I would highly recommend it for any programmer / designer.

Before Prince of Persia was a best-selling video game franchise and a Jerry Bruckheimer movie, it was an Apple II computer game created and programmed by one person, Jordan Mechner. Also available as an ebook, Mechners candid journals from the time capture his journey from his parents basement to the forefront of the fast-growing 1980s video game industry and the creative, technical and personal struggles that brought the prince into being and ultimately into the homes of millions of people worldwide.

"An unvarnished window into the creative process, with all its excitement, toil, setbacks, doubts and triumphs. A fantastic read." -- D.B. Weiss (Game of Thrones) "Jordan's journals are remarkable. A great inspiration." -- Will Wright (The Sims) "Sobering and inspiring." -- John August, screenwriter (Big Fish) About the Author Jordan Mechner is a game designer, screenwriter, filmmaker, and graphic novelist. He created the games Prince of Persia, Karateka, and The Last Express, and wrote the first screenplay for the movie Prince of Persia: The Sands of Time.