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By Ben Carter

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Concept Development for Games Design | Ben Davis Wednesday, 11 March 2009.
Alternative game concept. Ben Carter, in his book 'The Game Asset Pipeline', (p. 2)
<http://conceptdevelopmentbendavis.blogspot.com/>

Carter, Ben, 1979-Game asset pipeline. Hingham, Mass. : Charles River Media, 2004 (DLC) 2004014970: Material Type: # Video games--Design schema:
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