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Buttonless - Ryan Rigney 2011-12-15

On the forefront of the mobile gaming revolution are real people with stories that are crazy, stressful, hilarious, and, in some cases, heart-wrenching. Written by respected video game journalist Ryan Rigney, with a foreword by John Davison, *Buttonless* tells the stories of the people behind the games. Rigney takes you on a tour that covers more than 65 of the best and most beloved iPhone and iPad games, telling the never-before-heard tales behind them. Based on more than 100 exclusive interviews with some of the biggest names in iOS development, *Buttonless* chronicles the adversities that top developers had to overcome and delivers numerous funny/interesting anecdotes from behind the scenes of the iTunes App Store. Examples include: George Fan - Lead

Designer of *Plants vs. Zombies* Kris Piotrowski - Co-creator of *Superbrothers: Sword and Sworcery EP* Jaakko Iisalo - Lead Designer of *Angry Birds* Katherine Anna Kang - Head of id Mobile and Lead Designer of *Doom II RPG* Justin Smith - Creator of *Enviro-Bear 2010* Paul Bettner - Lead Designer of *Words With Friends* Simon Oliver - Creator of *Rolando* Donald Mustard - Lead Designer of *Infinity Blade ...* and plenty of others
You'll also learn: The real origins of *Angry Birds* How iOS critical darling *Jet Car Stunts* was born from one of the worst games of 1999--*Carmageddon 3* *Canabalt* creator Adam Saltsman's weird obsession with leaping out of windows How the first-ever Iraqi video game went unpublished for 20 years before becoming an iOS exclusive The tweet that saved *Words With Friends* The napkin drawing that became the biggest-selling comic book series on the App Store