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were made and the
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between small indie developers that are struggling to make their first hit and large, multi million dollar game studios developing blockbuster experiences. I think it's a great read for people passionate about video games.

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Pixels is a journey
through development
hell—and ultimately a
tribute to the
dedicated diehards
and unsung heroes
who scale mountains
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designer on Halo 1-3.

His pitch was called Dragon Tavern. You would own a Tavern and decorate it, hang out in it with friends, etc.

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