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By Andrew Charles Clayton

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Jenner, Donald. Published by Addison-Wesley Professional (1994)
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http://www.academia.edu/2806148/Design_patterns_in_FPS_levels

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https://en.m.wikipedia.org/wiki/Video_game_development

Mar 18, 2014 senior designer Jim Brown demonstrates how the new UE4 toolset simplifies the level design process at Epic Games. A link to the wiki for furth
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