Possible useful articles

Web: What’s in a Game?

<http://54.190.38.166/analysis-on-level-design-in-banjo-kazooie/>

<http://whats-in-a-game.com/3d-platformers-how-game-design-contributed-to-their-downfall-and-hopeful-revival/>

<http://whats-in-a-game.com/how-banjo-kazooie-controls-difficulty-and-player-flow/>

<http://whats-in-a-game.com/where-did-mario-odysseys-level-design-come-from/>

<http://54.190.38.166/how-zelda-breath-of-the-wild-keeps-the-player-in-flow/>

<http://whats-in-a-game.com/the-importance-of-mario-odysseys-linear-primary-objectives/>

<http://whats-in-a-game.com/evolution-of-3d-mario-level-design-part-1/>

<http://whats-in-a-game.com/how-unordered-challenges-makes-mario-odyssey-special/>

Snomangaming

<https://www.youtube.com/watch?v=Xa31tdykDwQ>

<https://www.youtube.com/watch?v=82dM6DiG2Rc>

<https://www.youtube.com/watch?v=Q3LQ0pAGHqk>

brownbear

<https://www.youtube.com/watch?v=_mObPctBa5I>

<https://www.youtube.com/watch?v=S78xfCV3alY>

<https://www.youtube.com/watch?v=Rh5eje_RD7M>

<https://www.youtube.com/watch?v=A06GC_Akk0A>

<https://www.youtube.com/watch?v=KjNyAETPlVQ>

TechRaptor

<https://techraptor.net/content/hat-times-level-designer-talks-platformers>

GoombaStomp

<https://www.goombastomp.com/banjo-kazooie-level-level-mumbos-mountain/>