# Possible useful articles

## Webgrafía

### Web: What’s in a Game?

Analysis on Level Design in Banjo-Kazooie

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

3D Platformers – How Game Design Contributed to their Downfall (and hopeful revival)

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

How Banjo-Kazooie Controls Difficulty and Player Flow

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

Where Did Mario Odyssey’s Level Design Come From?

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

How Zelda Breath of the Wild keeps the player in flow

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

The Importance of Mario Odyssey’s Linear Primary Objectives

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

Evolution of 3D Mario Level Design – Part 1

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

How Unordered Challenges Make Mario Odyssey Special

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

### TechRaptor

A Hat in Time’s Level Designer talks Platformers

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

### GoombaStomp

‘Banjo-Kazooie’ Level by Level: Mumbo’s Mountain

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

‘Super Mario Odyssey’ Level by Level: Sand Kingdom

<https://www.goombastomp.com/super-mario-odyssey-level-level-sand-kingdom/>

1996 Redux: ‘Super Mario 64’ Level by Level: Course 1 – Bob-Omb Battlefield

<https://www.goombastomp.com/super-mario-64-level-bob-omb-battlefield/>

### Google Academics

Adolescent development of the reward system

<https://www.frontiersin.org/articles/10.3389/neuro.09.006.2010/full>

### Game Studies

Unlocking the Gameworld: The Rewards of Space and Time in Videogames

<http://gamestudies.org/1101/articles/gazzard_alison>

Balancing Risk and Reward to Develop an Optimal Hot-Hand Game

<http://gamestudies.org/1101/articles/williams_nesbitt_eidels_elliott>

### The Artifice

The Nintendo Collectathon: A Genre of the Past

https://the-artifice.com/nintendo-collectathon/

### Gamifique

Rules of Play: Game Design Fundamentals – Chapter 24

<https://gamifique.files.wordpress.com/2011/11/1-rules-of-play-game-design-fundamentals.pdf>

### NoClip

Free-camera game levels

<https://noclip.website/>

### Vida Extra

A Hat in Time frente frente a Yooka-Laylee, o cómo se debe homenajear correctamente la Nintendo 64

<https://www.vidaextra.com/aventura-plataformas/a-hat-in-time-frente-a-yooka-laylee-o-como-se-debe-homenajear-correctamente-a-la-nintendo-64>

Yooka-Laylee y el handicap de la nostalgia: ¿es un digno sucesor de Banjo Kazooie?

<https://www.vidaextra.com/aventura-plataformas/yooka-laylee-y-el-handicap-de-la-nostalgia-es-digno-sucesor-de-banjo-kazooie>

### Enter.co

Metaevaluación : Esto es lo que opina la crítica de Yooka-Laylee

<https://www.enter.co/especiales/videojuegos/metaevaluacion-yooka-laylee/>

## Videografía

### SnomanGaming

Good Game Design - Collectathons

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

Banjo-Kazooie vs. Yooka-Laylee

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

Good Game Design - Super Mario Odyssey

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

### brownbear

Banjo-Kazooie In-Depth Design Commentary: Part I

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

Banjo-Kazooie In-Depth Design Commentary: Part II

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

Banjo-Kazooie In-Depth Design Commentary: Part III

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

Banjo-Kazooie In-Depth Design Commentary: Part Finale

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

Yooka-Laylee Critique

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

### Designing For

Banjo-Kazooie's Spiral Mountain -- Designing For Comfort

<https://www.youtube.com/watch?v=uX9hY-Z_9ek>

A Hat in Time's Mafia Town -- Designing For Volume

<https://www.youtube.com/watch?v=wBojUUxe1e0>

Conker's Bad Fur Day's Windy -- Designing For Deconstruction

<https://www.youtube.com/watch?v=n57ZRLlsl0A>

### Corvus

A Hat in Time - Cute? More like... Full Analysis

<https://www.youtube.com/watch?v=x7bsQwXjq4Q&t=24s>

2 - The Cascade Kingdom Dissection | A Super Mario Odyssey Measured Analysis

<https://www.youtube.com/watch?v=zp1gMliqCDQ&t=518s>

### Playtonic Games

Yooka-Laylee Developer Commentary 1: Prologue

<https://www.youtube.com/watch?v=6FOdgdf6Cjc&t=132s>

Yooka-Laylee Developer Commentary 2: Tribalstack Tropics

<https://www.youtube.com/watch?v=QqqL9l5gs44>

Yooka-Laylee Developer Commentary 3: Glitterglace Glacier

<https://www.youtube.com/watch?v=fxnKr9OnHPU>

Yooka-Laylee Developer Commentary 4: MoodyMaze Marsh

<https://www.youtube.com/watch?v=tnSWbenJ1K4>

Yooka-Laylee Developer Commentary 5: Capital Cashino

<https://www.youtube.com/watch?v=9jrl-aXabO4>

### FrameRater

Rayman 4 (2006 Rabbids) Discoveries | Documentary by FR

<https://www.youtube.com/watch?v=TNB4ZoFkj88&t=1634s>

FR: Super Mario Sunshine for GameCube

<https://www.youtube.com/watch?v=-4Sv5soP-oQ>