**Notes:**

For Financial history like stock price and all of the best thing to use is probably yahoo finances. It is easy to web scrape them and they also have a free API.

Yahoo API: [APIs - Yahoo Developer Network](https://developer.yahoo.com/api/) for company financial inforemation

[SteamDB](https://steamdb.info/): For game sales and active player base

**Capcom**:

Company History: [History |Corporate Information | CAPCOM](https://www.capcom.co.jp/ir/english/company/history.html#tab2)

Company Stock History (plus a bunch more of financial information this website is great): [Stock Quote |Stock & Debt | CAPCOM](https://www.capcom.co.jp/ir/english/stock/stockquote.html)

**Electronic Arts (EA)**:

Financial Info:

[Electronic Arts Inc. - Financials - Annual Reports & Proxy Information](https://ir.ea.com/financials/annual-reports-and-proxy-information/default.aspx)

[Electronic Arts Inc. - Stock Info - Stock Quote & Chart](https://ir.ea.com/stock-info/stock-quote-and-chart/default.aspx)

<https://finance.yahoo.com/quote/EA/history/?frequency=1mo&period1=622301400&period2=1740087828>

History:

[List of Electronic Arts games - Wikipedia](https://en.wikipedia.org/wiki/List_of_Electronic_Arts_games)

[Electronic Arts History: Founding, Timeline, and Milestones - Zippia](https://www.zippia.com/electronic-arts-careers-3798/history/)

**Nintendo: (might not be the best company to use)**

Financial Things: (A bit hard to track game sales though)

<https://finance.yahoo.com/quote/NTDOY/history/>

History:

[List of Nintendo games](https://nintendo.fandom.com/wiki/List_of_Nintendo_games)

[Corporate Information : Company History](https://www.nintendo.co.jp/corporate/en/history/index.html)

**Take Two (Rockstar and 2K):**

Financials:

[Corporate Profile | Take-Two Interactive Software, Inc.](https://www.take2games.com/ir) (investor relations)

[Annual Reports | Take-Two Interactive Software, Inc.](https://taketwointeractivesoftwareinc.gcs-web.com/financial-information/annual-reports)

Company History:

[Every Rockstar Game Ever Released: A Full History - IGN](https://www.ign.com/articles/all-rockstar-games)

<https://www.zippia.com/2k-careers-1565766/history/>

<https://www.zippia.com/take-two-interactive-careers-11167/history/>

Game Design Things:

[Papers, Please Developer Interview](https://www.youtube.com/watch?v=MJBFEyrNANw&ab_channel=TheSteamChamber)

[Papers Please Analysis | Game Designer Plays](https://www.youtube.com/watch?v=Svi2RRrGV74&t=128s&ab_channel=GameDesignerPlays)

[Design Club - Super Mario Bros: Level 1-1 - How Super Mario Mastered Level Design](https://www.youtube.com/watch?v=ZH2wGpEZVgE&t=1s&ab_channel=ExtraHistory)

[Miyamoto on World 1-1: How Nintendo made Mario's most iconic level](https://www.youtube.com/watch?v=zRGRJRUWafY&ab_channel=Eurogamer)

[How Miyamoto Designed Every Super Mario Bros. Level](https://www.youtube.com/watch?v=bFgVnEgkDdk&ab_channel=ZoomZike)

[How To Design a Decision | Game Design](https://www.youtube.com/watch?v=J_qQ76ouWXI&ab_channel=JonasTyroller)

[What Program to use for Pixel Art? (Paid and Free Software)](https://www.youtube.com/watch?v=90BghUX7SD0&ab_channel=BrandonJamesGreer)

[How are the puzzles constructed in LIMBO? - Part 1 - Design Run](https://www.youtube.com/watch?v=ACJkckXi0ns&ab_channel=GameDesignwithMichael)

[How are the puzzles constructed in LIMBO? - Part 2 - Design Run](https://www.youtube.com/watch?v=6LB6bWlHy7U&ab_channel=GameDesignwithMichael)