Movies (for narrative)

Memento

good fellas

mystic river

Games (for game design and puzzle mechanics)

La. noire

Vanishing of ethen carter

Return of the Obra Dinn

Resources

Videos:

-- Puzzles in games

[What Makes a Good Detective Game?](https://www.youtube.com/watch?v=gwV_mA2cv_0)

[How The Forgotten City Works](https://youtu.be/8W_WHbZDBKU)

[The Power of Invisible Choices](https://youtu.be/6HZuSzlN2eI)

[What Makes a Good Puzzle?](https://youtu.be/zsjC6fa_YBg)

[Weaving 13 Prototypes into 1 Game: Lessons from Edith Finch](https://youtu.be/0xVYVP0hxME)

[The System Behind Hades' Astounding Dialogue](https://www.youtube.com/watch?v=bwdYL0KFA_U&t=0s)

[Interactive Story Without Challenge Mechanics: The Design of Firewatch](https://www.youtube.com/watch?v=RVFyRV43Ei8&t=0s)

-- Game design and narrative design (research premise)

[Sparking Curiosity-Driven Exploration Through Narrative in 'Outer Wilds'](https://youtu.be/QaGu9tGCNbI)

~ Art Style

[A Living Painting: The Rendering and Art of 11-11 Memories Retold](https://youtu.be/Md8l_GK9Sfg)

Articles/ Books:

~ Game design and narrative design (research premise)

[Exploring the Role of Narrative Puzzles in Game Storytelling](http://www.digra.org/wp-content/uploads/digital-library/DiGRA_2019_paper_410.pdf)

If for some reason your particle effects don't look right with an orthographic camera, you could try rendering them with a perspective camera. Just assign the particle effect GameObjects to a "Particles" layer and set the Culling Mask on the perspective camera accordingly.