Movies (for narrative)

Memento

good fellas

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)

-- Game design and narrative design (research premise)

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

Articles/ Pages: