

# Annotated References

- I used this game as a case study for how cinematography works in 2 dimensional cinematic platform games.  
GT Interactive 1997, Oddworld: Abe'd Oddyssey, PlayStation, Oddworld Inhabitants
- This reference was a great overview of the two versions of Abe's Odyssey and it was really useful to see how a game analysis is built up  
Matthewmatosis, 2014. *New 'N' Tasty / Abe's Oddyssey Comparison* [video, online]. YouTube. Available from: <https://www.youtube.com/watch?v=QkhDrngAQZ0&t=274s> [Accessed 20 May 2017].
- This reference was essential for me to understand how can cinematic platform games be defined and showed lots of examples in this genre  
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- Oddworld Inhabitants 2014, Oddworld:New 'n' Tasty! , PlayStation 4, Oddworld Inhabitants
- Playdead 2016, Inside ,XBox One, Playdead

## Other material

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- Prince of Persia Classic: <http://danielprimed.com/2009/05/prince-of-persia-classic-criticism/>
- Another world: [http://www.anotherworld.fr/anotherworld\\_uk/another\\_world.htm](http://www.anotherworld.fr/anotherworld_uk/another_world.htm)
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  - Oddworld; Abe's Oddyssey 100% PC Segmented Speedrun in 1:15:55 (Current World Record): [https://www.youtube.com/watch?v=Rlo8Cotvz\\_E](https://www.youtube.com/watch?v=Rlo8Cotvz_E)