

## Annotated Bibliography

Arkane Studios. *Dishonored*. Bethesda Softworks. Playstation 3/4, Xbox 360/One, PC. 2012.

*Dishonored* is one of my favorite video games, for its worldbuilding and also its branching storylines. It provides a look into a troubled time and place.

*Dishonored's* future can be hopeful or hopeless depending on the player's choices.

Bungie Inc. *Destiny*. Activision. Playstation 3/4, Xbox 360/One, PC. 2014.

*Destiny* is one of my favorite video games, if only for its lore and worldbuilding. *Destiny's* world sits on the precipice of a great challenge that will change life for the entire solar system. This tension is great for creating an interesting story, and I hope to be able to capture that feeling in my own project.

Garfield, Richard. *Magic the Gathering*. Wizards of the Coast. 1993. Trading Card Game.

*Magic the Gathering* is a premium example of complex worldbuilding. It's one of those games that I can spend hours looking through wikia pages about. *MTGs* art direction is also very neat. I love the variety in designs and styles.

Gygax, Gary. *Dungeons and Dragons*. Wizards of the Coast. 1974. Role Playing Game.

*Dungeons and Dragons* is renowned for its ability to be played its own way. A Dungeon Master creates the story for their players, and the players play it out. *Dungeons and Dragons* allows for customized worldbuilding, but it also provides its own guidelines and worlds if wanted. The freeform creativity that *DnD* possesses and cultivates has influenced me and this project.

Le, Khang and Mike Yamada, Felix Yoon, Scott Robertson. *The Skillful Huntsman: Visual Development of a Grimm Tale at Art Center College of Design*. Design Studio Press, 2005.

*The Skillful Huntsman* is a short concept art book. My project's format was originally going to take a lot of inspiration from it.