

- 1) Baker, D Vincent. 2013. *Apocalypse World*. Almería Conbarba D.L.
 - a) This source is split into 2 annotations as I the versions I have are 2 split into the playbooks and mc rules as separate books, however they are the same author and overall source.
 - b) Apocalypse World MC Rules
 - i) This source provided a good portion of the information I used for my capstone. My game is Powered by the Apocalypse, so the rules to Apocalypse World are pretty important. Despite seemingly being mostly comprised of the Master of Ceremonies (MC) rules, this book actually contains essentially the basic rules for the entire game. I use a lot of these rules, though I also changed up quite a bit and restyled a lot of things as well. This is almost certainly my most valuable and used source.
 - c) Apocalypse World Playbooks
 - i) This source contains a set of “Playbooks” for Apocalypse World. The Playbooks are the classes of this game, dictating what abilities a player’s character has and influences how they interact with the world. I used this source to help guide me on what to do with my own Playbooks, and get inspiration for different ability ideas for my Playbooks. This source also shows the character sheets, which will be useful for designing my own version.
- 2) Contributors. “Titanfall Wiki.” n.d. Titanfall.fandom.com. Accessed January 25, 2023. https://titanfall.fandom.com/wiki/Titanfall_Wiki.
 - a) This source is the wiki page for Titanfall and Titanfall 2, 2 movement shooter games. One of my main goals with the game I am making is to incorporate some of the feel of movement shooters into a tabletop game, and as such I am making my Playbooks based off of characters from different movement shooters. This is a public wiki, so while it may seem unreliable, for my purposes it is actually completely safe to use, as I am simply searching for the basic information on what movement abilities are available. These wikis are checked for inaccuracy, and I can also independently verify what they say by playing the games themselves.

- 3) Contributors. "Mirror's Edge Wiki." 2016. Fandom.com. 2016.
https://mirrorsedge.fandom.com/wiki/Mirror%27s_Edge_Wiki.
- a) This source is the wiki page for Mirror Edge, a group of movement shooter games. As stated previously, one of my main goals with the game I am making is to incorporate some of the feel of movement shooters into a tabletop game. To do this, I am making my Playbooks based off of characters from different movement shooters. This is a public wiki which anyone can edit, so at times it can be a bit unreliable. For my purposes, though, it works, as I am simply searching for the basic information on what movement abilities are available and these wikis are checked for inaccuracy. I can also independently verify what they say by playing the games themselves.
- 4) Contributors. "Team Fortress Wiki." n.d. Wiki.teamfortress.com.
https://wiki.teamfortress.com/wiki/Main_Page.
- a) This source is the wiki page for Team Fortress 2, a shooter game. This source is a bit of a black sheep compared to the other wikis, as TF2 isn't really a movement shooter. One character, though, The Scout, has a variety of abilities which fit the movement shooter genre, so I am basing one Playbook off of him. This is a public wiki, however it is also an official wiki, which means it undergoes more scrutiny and official verification than other wikis. I can also verify what the wiki says by playing the game itself.
- 5) Contributors. "Ghostrunner Wiki." n.d. Ghostrunner.fandom.com. Accessed January 25, 2023. https://ghostrunner.fandom.com/wiki/Ghostrunner_Wiki.
- a) This source is the wiki page for Ghostrunner, a movement shooter game. Like I have said before, one of my main goals with the game I am making is to incorporate some of the feel of movement shooters into a tabletop game, so I am making my Playbooks based off of characters from different movement shooters. This is a community wiki, and as such is not completely reliable. I am confident in the information I get from it, though, due to the fact that I am simply looking for the basic information on what movement abilities are available. In addition, these wikis are regularly checked by moderators and other community members, and I own the game so I can verify what the wikis say is true.

- 6) Contributors. "ULTRAKILL Wiki." n.d. Ultrakill.fandom.com.
<https://ultrakill.fandom.com/wiki/Home>.
- a) This source is the wiki page for Ultrakill, a movement shooter game. I feel like I'm repeating myself here, but one of my main goals with the game I am making is to incorporate some of the feel of movement shooters into a tabletop game, and with that goal in mind I am making my Playbooks based off of characters from a variety of movement shooters. This is a community wiki, and therefore cannot be 100% trusted. To make sure I am getting proper information, I will also be talking to people who have the game itself to make sure everything is proper and correct.
- 7) Contributors. "Super Mario Wiki." 2019. Super Mario Wiki. 2019.
<https://www.mariowiki.com/>.
- a) This source is the wiki page for Super Mario Bros., a decidedly not shooter series of games, but certainly a movement series of games. Similarly to my use of TF2 and The Scout, I want to branch out a bit, and think that Mario games give a variety of interesting abilities to work with in a game where movement is important. Although this is a community wiki, this source is likely more reliable than other wikis due to the popularity of the franchise and likely frequent checking of information by not just moderators but also other community members. I will also be corroborating the information in the wiki with my own memory and playing of the games.
- 8) McDaldno, Joe. "Simple World." n.d. Accessed January 25, 2023.
<https://buriedwithoutceremony.com/wp-content/uploads/2017/07/simple-world.pdf>.
- a) I used this source as a guide for the general framework of my game. It offers an almost fill-in-the-blanks style guide for a Powered by the Apocalypse game and gives some insight into what makes one work. Since my game is Powered by the Apocalypse, this guide was helpful for knowing what I needed to do thematically. It gave a simple lowdown for how to make a Powered by the Apocalypse game, but doesn't give a lot of depth, so I more so used this as a loose guide rather than following it to the letter. This source also led me to the more important sources of Apocalypse World's own rules, which I heavily relied on.

- 9) Mearls, Mike, and Jeremy Crawford. 2014. *Dungeons & Dragons Player's Handbook*. Renton, Wa: Wizards Of The Coast.
- 10) Mearls, Mike, and Jeremy Crawford. 2014. *Dungeon Master's Guide*. Renton, Wa: Wizards Of The Coast.
- a) The previous 2 sources are supplementary to source #12
- 11) Sands, Michael, Steve Hickey, Daniel Gorringer, Juan Ochoa, Kurt Komoda, Eric Quigley, and Evil Hat Productions. 2015. *Monster of the Week*. Silver Springs, Maryland: Evil Hat Productions.
- a) This source is a Powered by the Apocalypse game that I looked at for a few different things. The first was as an example of a Powered by the Apocalypse game so that I had more than just theory to work off of. While my prior sources were great resources, a solid, popular example was something I really needed to know what would work well. The second was for more inspiration for Playbook ideas and abilities. I hope by branching out and looking at lots of sources I'll be able to make something unique and fun.
- 12) Wyatt, James, Rodney Thompson, Robert Schwalb, Peter Lee, Steve Townshend, Bruce Cordell, Chris Sims, et al. 2018. "Dungeons & Dragons Basic Rules"
https://media.wizards.com/2018/dnd/downloads/DnD_BasicRules_2018.pdf.
- a) This source/group of sources are the basic rules of Dungeons and Dragons 5th Edition and its most important supplements. While my game is Powered by the Apocalypse, I have the most tabletop roleplaying game experience with D&D. By relying on my knowledge of tabletop roleplaying games, I can hopefully make my game actually interesting and fun. Also, looking at other successful TTRPGs and using fun mechanics from them or otherwise taking inspiration will make my game more unique.