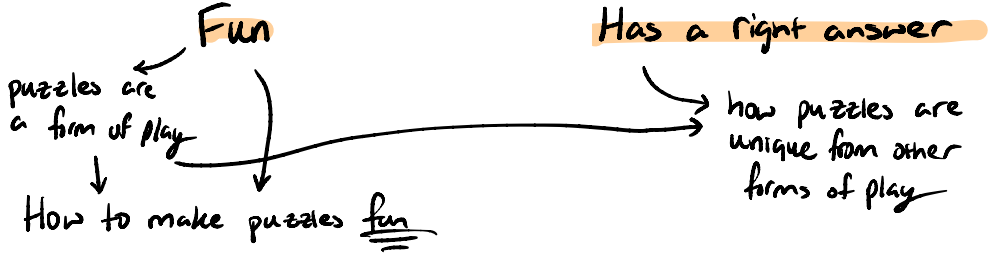


## What is a puzzle?

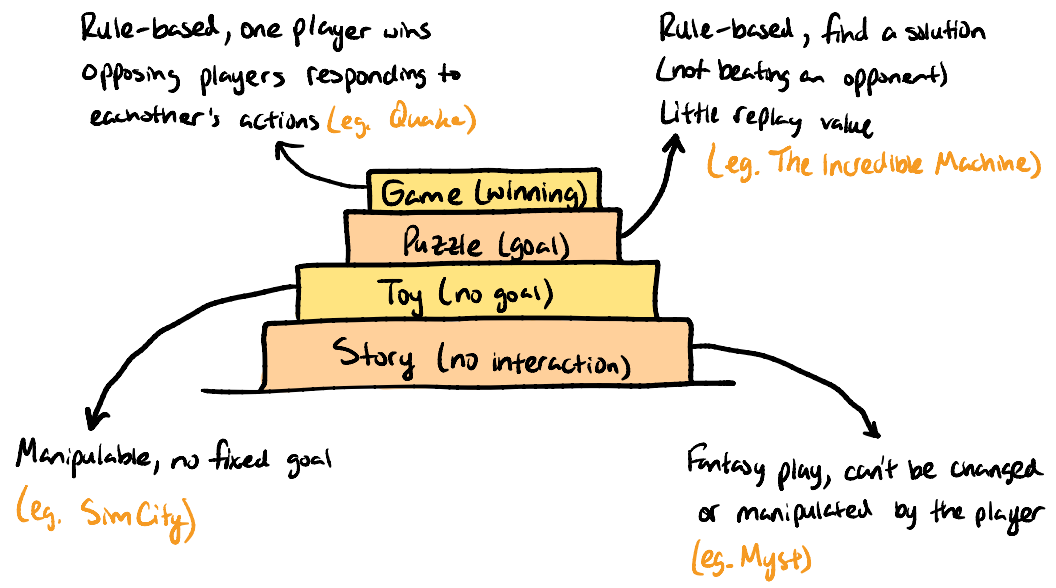


- 1) Novel:** Take something familiar, and give it a novel twist  
Impact: Invites you to play
- 2) Goldilocks Zone:** Need to balance the difficulty!  
Impact: Helps keep a player interested
- 3) Needs to be a bit tricky!**

Unique experience for each player (tailor it!)

In a well-played game, players are willing to alter the rules to keep the game fun for EVERYONE

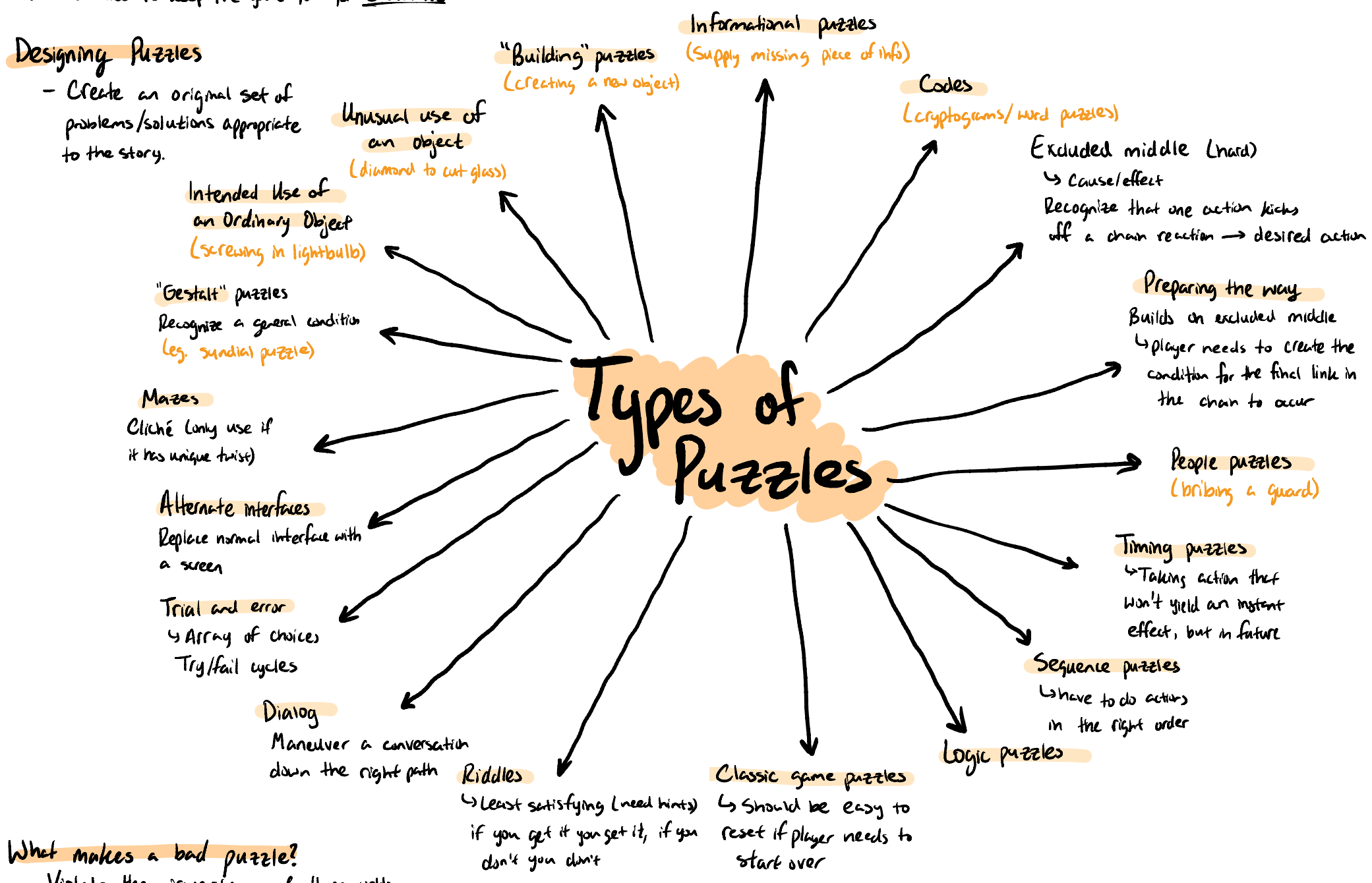
## 4 Types of Play Activities



Rule of thumb: To design a good puzzle, build a good toy first

## Designing Puzzles

- Create an original set of problems/solutions appropriate to the story.



## What makes a bad puzzle?

Violate the circumstances of their worlds

- "Restore" puzzles** - players should be able to complete game without restoring
- Arbitrary puzzles** - effects that aren't linked to causes
- "Designer" puzzles** - just because the puzzle/connection is clear to you, doesn't mean it's clear to players
- Binary puzzles** - yes or no / two options
- "Hunt the pixel" puzzles** - Don't make important info easy to miss

## What makes a good puzzle?

- Fairness** - Answer to every puzzle is in the game. - Should be solvable on first play
- Natural to environment** - Puzzles fit naturally in the story - Allow player to learn more about the world
- Amplify a theme** - Actions should make sense
- V-8 Response** - "Oh that makes sense" NOT "I could never have solved that"

## Levels of Difficulty (adjust it!)

- Bread crumbs** - amount or directness of given information
- Proximity of puzzle to solution** - how close to put answer of problem
- Alternate solutions** - may make game too easy - hard to handle multiple solutions
- Red Herrings** - misleading/distracting clue
- Steering the Player** - provide little clues in response to player inputs

## Designing a puzzle

- Creation** - Setting, characters, goals, obstacles (puzzles)
- Player Empathy** - Put yourself in the player's shoes!