

- 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 14!)

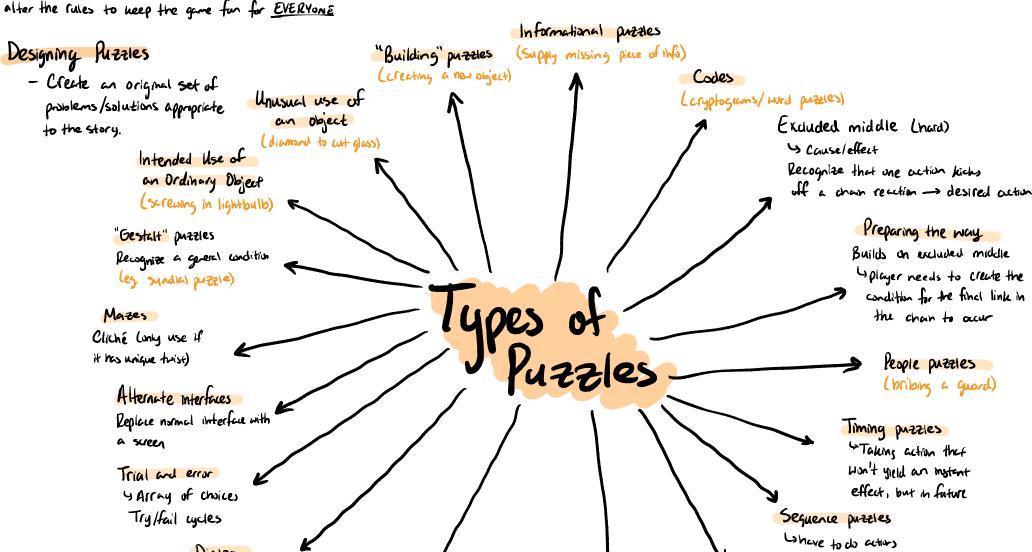
Rule-based, one player wins Rule-based, find a solution Lnot beating an opponent) opposing players responding to Little replay value econstner's actions (eg. Quaha) (eg. The Incredible Machine) Game (winning) Puzzle (goal) Toy (no goul) Story (no interaction) Manipulable, no fixed goal Fantasy play, con't be changed (eg. Sim City) or manipulated by the player

(eg. Myst)

4 Types of Play Activities

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

In a well-played game, players are willing to



What makes a bad puzzle? Violate the circumstances of their worlds

Dialog

Restore puzzle>

-players should be able to Complete game rithout restoring

Arbitrary puzzles

-effects that aren't linked to causes

"Designer" puzzles

- just because the pazzle/ 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 into easy to miss

What makes a good puzzie?

Riddles

Uleast satisfying (need hints)

don't you don't

if you get it you get it, if you

Fairness

Maneuver a conversation

down the night path

- 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 souse"

NOT "I could never have solved that"

Levels of Difficulty (adjust it!) Bread crumbs

- amount or directness of given information

Classic game puzzles

4 Should be easy to reset if player needs to

start over

Proximity of puzzle to solution - how close to put consider of problem

Alternate solutions

- may make game too easy

-hard to hundle multiple solutions

Red Herrings

- misleading/distructing clue

Steering the Player

- provide little clues in response to player inputs

Designing a puzzle

in the right order

Logic puzzles

Creation

- Setting, characters, goals, obstacles (puzzles)

Player Empathy

- Put yourself in the player's shoes!