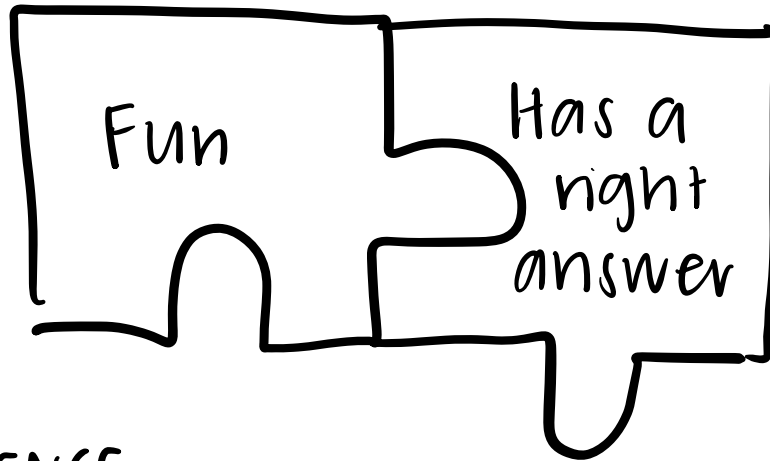
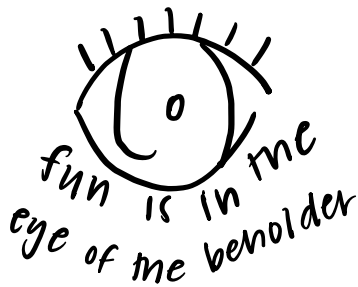


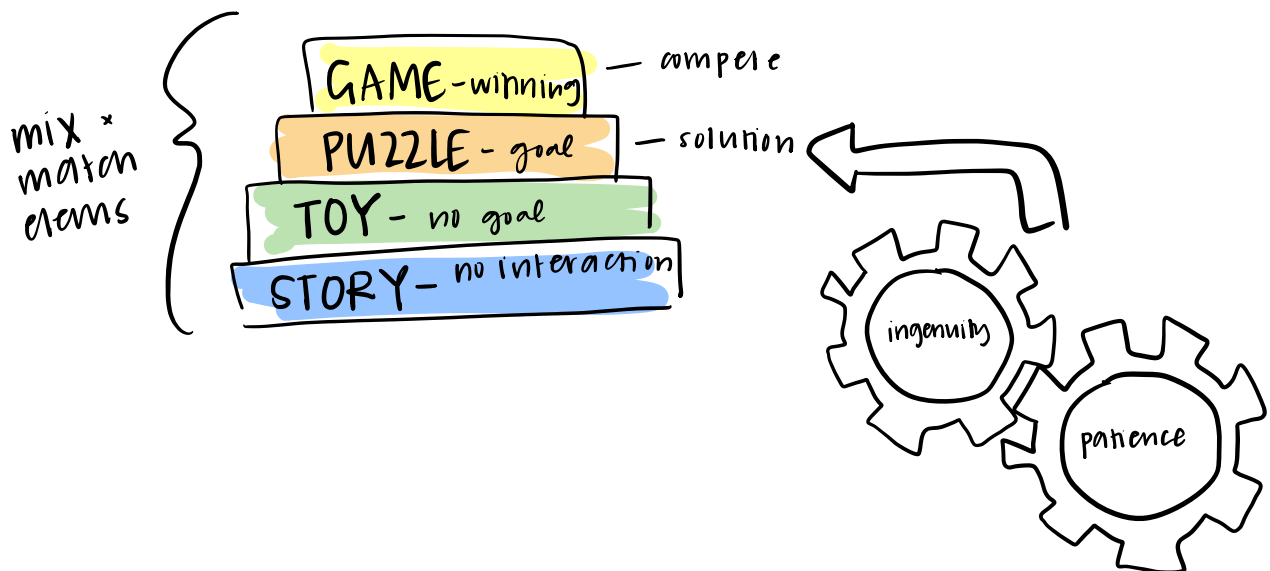
WHAT is a PUZZLE?



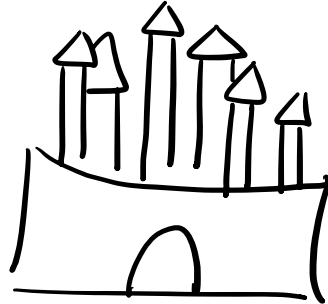
AUDIENCE



Σ explainable ↗ ↘



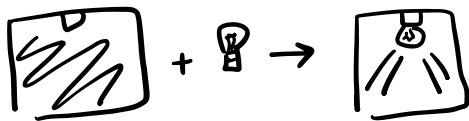
DESIGNING the PUZZLE



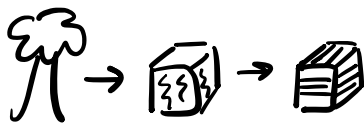
Puzzles build narrative

TYPES of PUZZLES

objects: normal v. unusual use



steps:

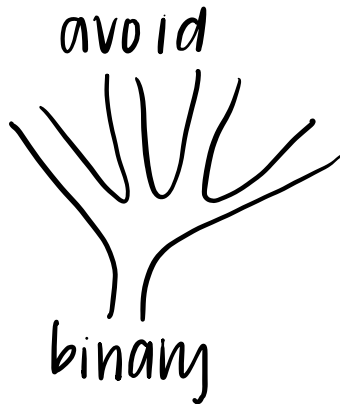
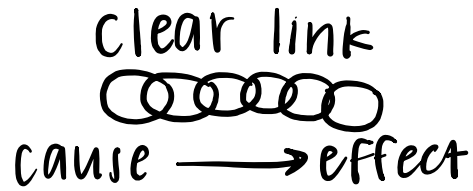


a → b
b → c
c → d

want d
∴ do a



BAD PUZZLES (how to avoid)



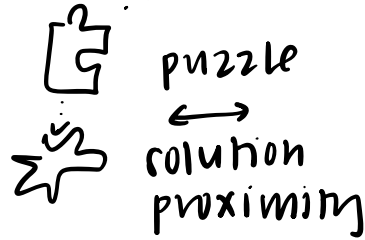
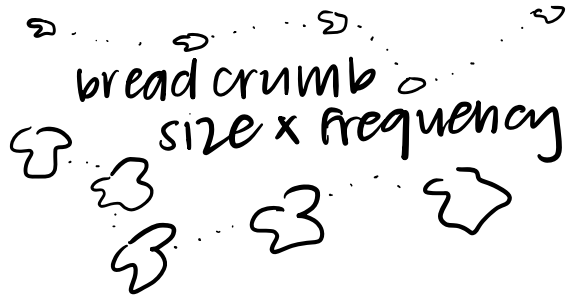
GOOD PUZZLES

solvable
----->

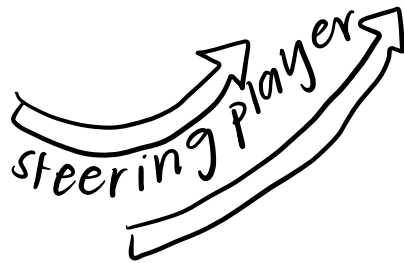


≈ AHA ≈
moment

Δ DIFFICULTY



more solutions!
(real or fake)



DESIGN



(again... so it's important)!

think like the
player

