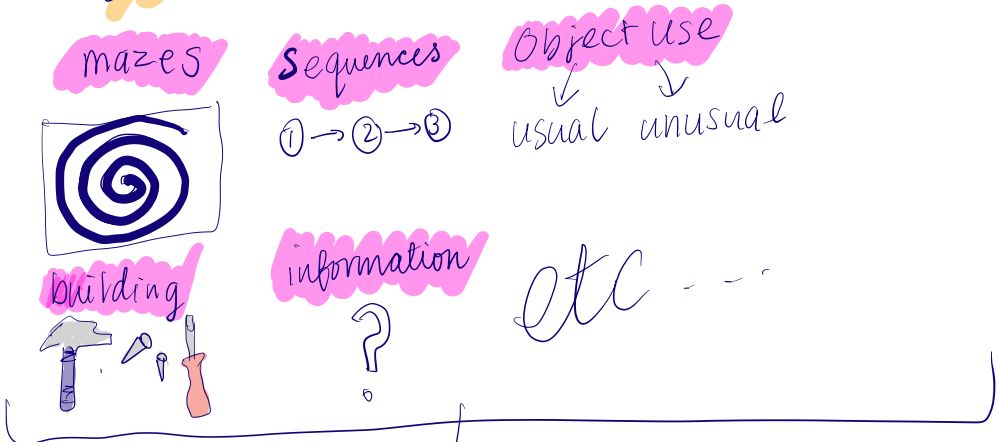
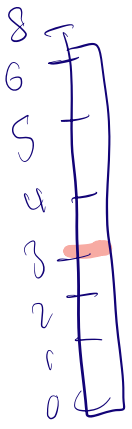


# Types Of Puzzles



## Difficulty level

- steering players
- red herrings
- time taken to solve
- ludonarrative consistency



## Design

