






PUZZLES

What is a puzzle?

- 1) Fun 😊
- 2) has right answer ✓

- ↳ Novel
- ↳ Balance
- ↳ Tricky

Types of Puzzles

- Ordinary vs unordinary use of objects 
- Building 
- Information 
- Codes 
- Timing 

• Gestalt



- Logic 
- Riddles

• Mazes 

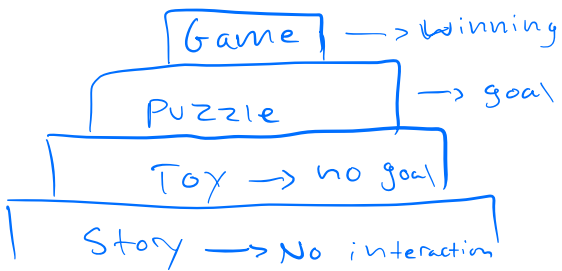
• Dialog 

• Trial/error

Good Puzzles

- fair 
- Natural to environment 
- Amplify theme

Hierarchy



Rule of thumb

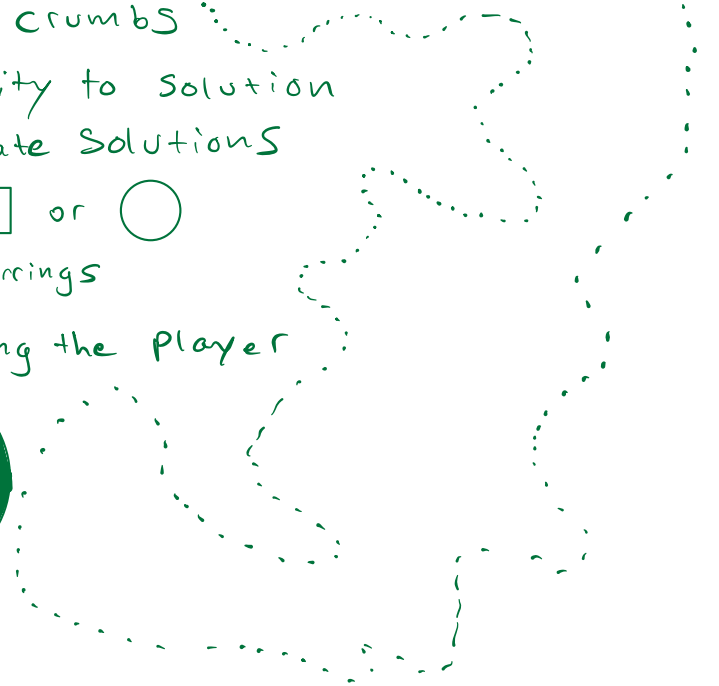

"To design a good puzzle, first build a good toy"

• Fun needs to be top priority

• Solitary or together



Levels of Difficulty

- Bread crumbs 
- Proximity to solution
- Alternate solutions 
- Red herrings
- Steering the player 