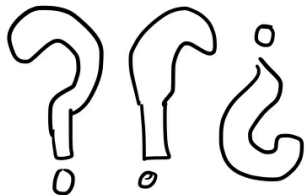


# What's a Puzzle?

by Scott Kim



x *Matthew Cynke*

Is there a right answer?



→ people interpret in different ways  
 → how can we design for so many INTERPRETERS

## The concept of fun

Novel / New

Not too easy...  
 DIFFICULTY  
 But not too hard

Excitingly  
 Tricky

Not all games are the SAME!

GAMES

vs. opposing players

goal

find the solution  
PUZZLES

TOYS

no fixed goal  
LEGOS

no interaction

STORIES

## DESIGNING PUZZLES

by Bob Gates

At the dawn of time... stories were EXISTANT  
 A good contributes to the plot, story development, etc.

Bad puzzles honor the world you created  
 → not fair, natural, sensical

**GOOD PUZZLES** ———— Sainness ———— natural  
 ———— amplity + support ———— a theme  
 V-8 response: OF COURSE!  
 THAT TOOK ME SO LONG!

- Difficulty Levels
- (1) Crumbs
  - (2) proximity (contextualizing the puzzle) → frequency + intensity of the CLUES or "crumbs"
  - (3) RED herrings : distracts you from the important stuff
  - (4) Steering the Player: clues move us toward the RIGHT answer

### How to Design A Puzzle

- ① Create the world
- characters
  - plot
  - visuals
  - aesthetic

### ② Player & Empathy

- understand your player fully to conceptualize how to make the puzzle fun 😊
- build around non-trivial responses to stimuli

### In Summary

- puzzles enhance the game
- draw people in
- learn about your players
- develop player empathy
- Strive for the perfect level of frustration

Play **FAIR!**  
to designers

### Types of Puzzles

(1) Ordinary Use

(2) Unusual use

(3) Building Puzzles

- (4) Information
- (5) Codes > print ("trick")
- (6) Excluded

