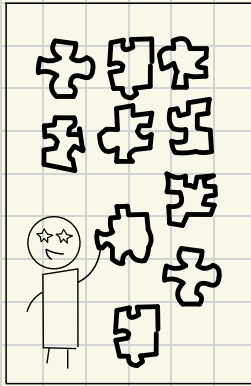


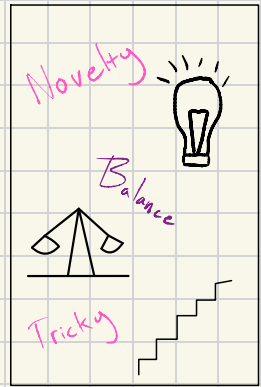
PUZZLES IN GAMES



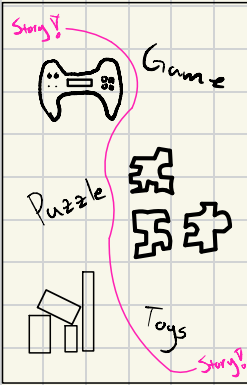
A puzzle is **FUN** and has a **RIGHT ANSWER**



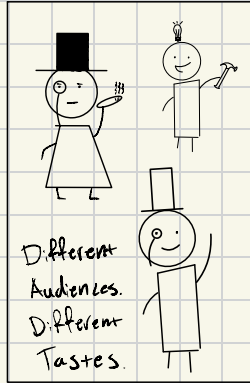
- Sketches inspired by Scott Kim & Bob Bates



Not too easy, not too hard; requires **perceptual shifts**

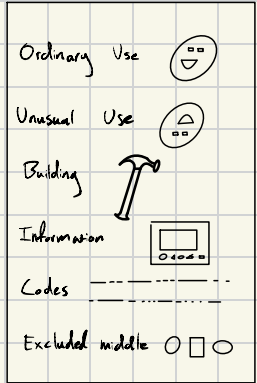


Games to **WIN**. Puzzles to **SOLVE**. Toys w/out **GOALS** & **Stories** as **FANTASY!**

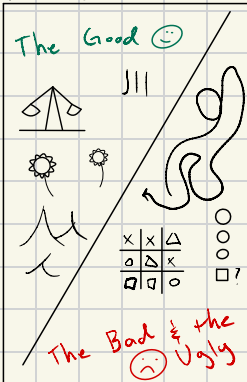


Different Audiences. Different Tastes.

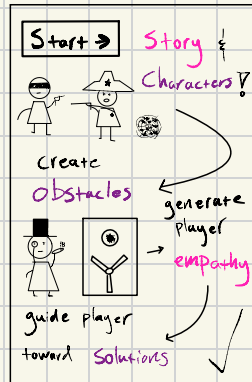
Design for Audience's tastes; include **Variety**



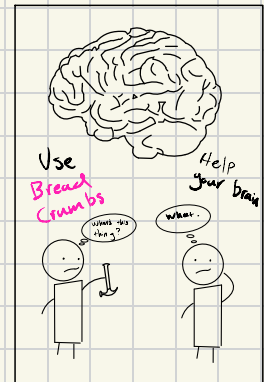
Types of Puzzles



Good puzzles are **fair**, **Natural**, and **balanced**; **NOT** intrusive & abstractionist, arbitrary



Puzzle Design Process



Adjust levels of difficulty w/ **player information** use crumbs.