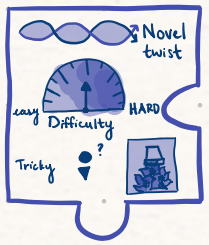
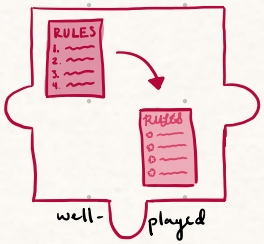
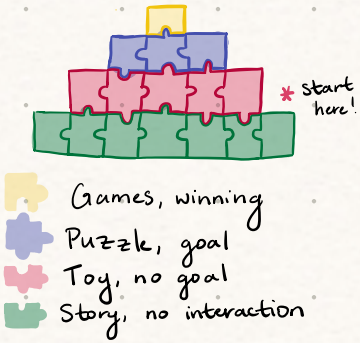
in games PUZZLES as games

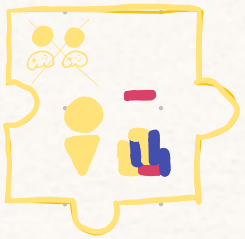


what makes puzzles fun?

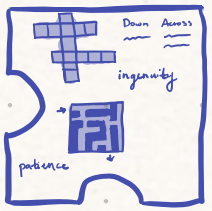


alter rules to keep game fun



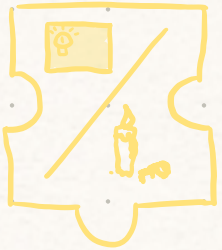


puzzles are solitary (unlike games)

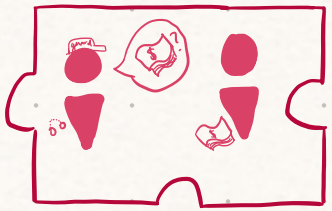


two main skills: ingenuity + patience

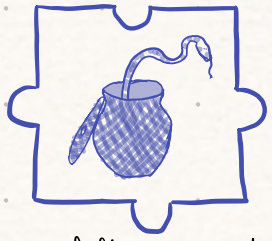
good puzzles help the plot



objects can be used in usual or unusual ways

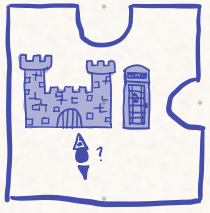


the most satisfying puzzles involve people

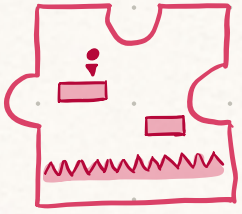


riddles are not satisfying (if they don't get it, sol)

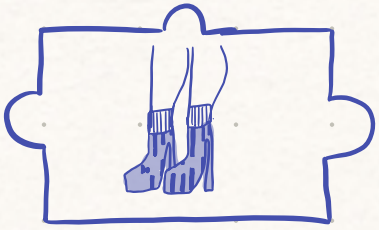
puzzles can come from recognizing a condition



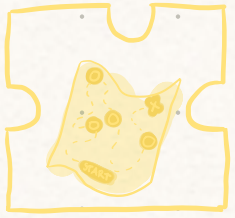
puzzle circumstances should fit the world



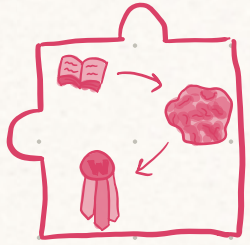
fail states should be clear in some way (poss. to not restart)



put yourself in the player's shoes!



steer the player toward the right answer



break story into obstacles to sub-goals (ultimately to reach big goal)