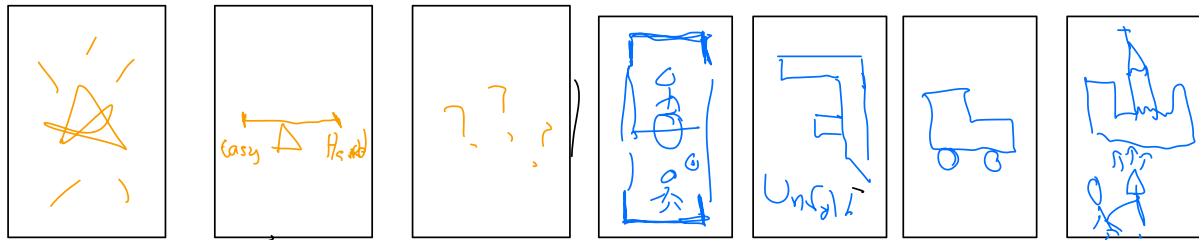# What is a Puzzle by Scott Kim

1. Fun 🙂

2. Has a right answer ✓

— A form of play ⟶ : But diff to toys and games

Novel

Not easy not hard

Tricky

Games
- rule based
- one player
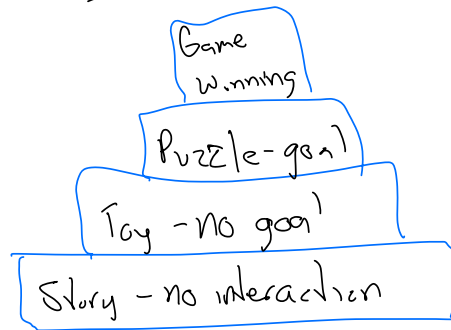- wins

Unsolv
Puzzles
- rule based
- find solution

Toys
- Manipulable
- No goal

Story
- Fantasy play
- not manipulable

Use ⟶

hierarchy to build good games

Game winning
Puzzle - goal
Toy - no goal
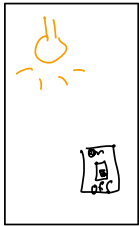Story - no interaction

Solitaire

Seems like game but is puzzle
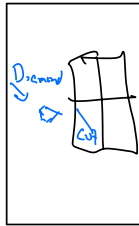
Answer to puzzle: F!

Designing Puzzles   bob Bates
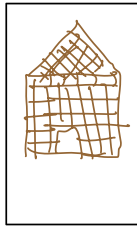
Types of puzzles:

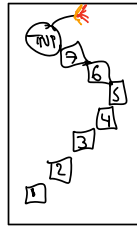Goal: Create original set of problems and solutions appropriate for story you are telling
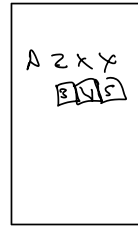

Ordinary use of an object

Unusual use of an object

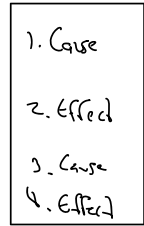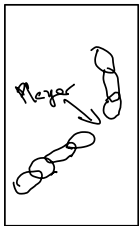"Building" puzzles

Information Puzzles

Codes
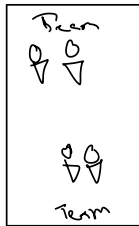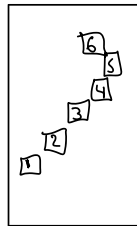

Excluded Middle

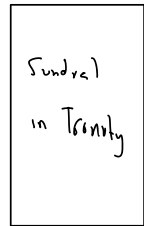1. Cause
2. Effect
3. Cause
4. Effect
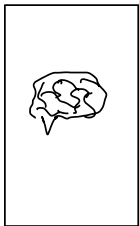

Preparing the way

People Puzzles

Timing Puzzles

Sequence Puzzles
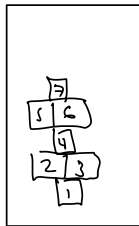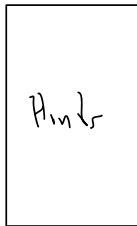

Alternative Interpreter

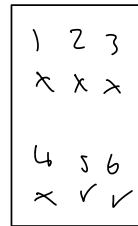"Gestalt" puzzles

Logic Puzzles

Classic game Puzzles

Riddles

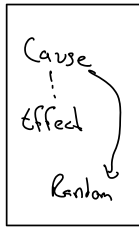Dialog Puzzles

Trial and Error puzzles

Mazes

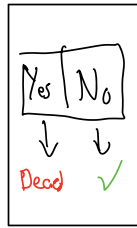# What Makes a bad puzzle

"Restore"

"Arbitrary"
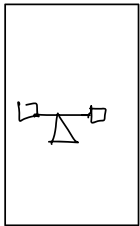

"Designer"

"Binary"

"Hunt the pixels"

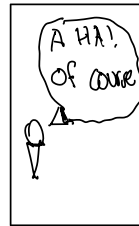# What makes a good puzzle:

Fairness

Natural to environment

Amplify a theme

V-8 response

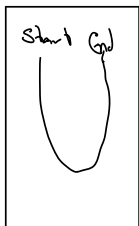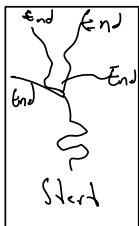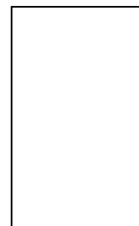# Levels of Difficulty

Bread Crumbs

Proximity of puzzle to Solution

Alternate solutions

Red Herrings

Steering the Player