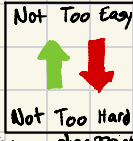


Sketchnote: Puzzles in Games, Puzzles as Games



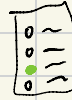
Novel
is it new?



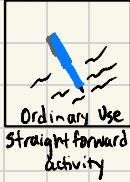
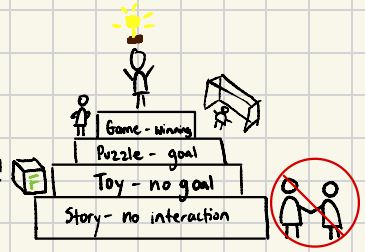
Not Too Easy
Not Too Hard
Easy = disappointing
Hard = discouraging



Tricky
change interpretations



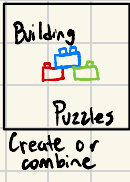
It must have
a right answer!



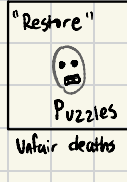
Ordinary Use
Straight forward activity



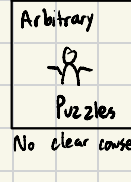
Unusual Use
Secondary characteristics



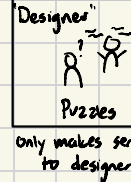
Building
Puzzles
Create or combine



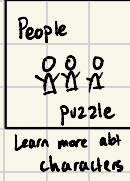
"Restore"
Puzzles
Unfair deaths



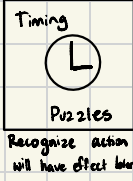
Arbitrary
Puzzles
No clear cause



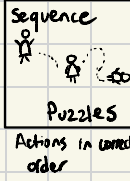
"Designer"
Puzzles
only makes sense to designer



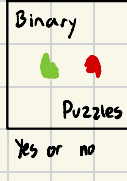
People
puzzle
Learn more abt characters



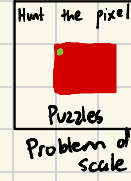
Timing
Puzzles
Recognize action will have effect later



Sequence
Puzzles
Actions in correct order

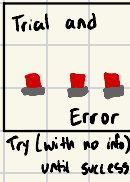


Binary
Puzzles
Yes or no

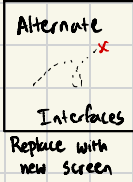


Hunt the pixel
Puzzles
Problem of scale

Bad
Puzzles



Trial and Error
Try (with no info) until success



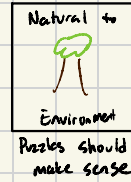
Alternate
Interfaces
Replace with new screen



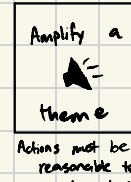
Mazes
All a unique twist to mapping



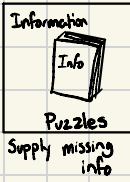
Fairness
Answers should be solvable with time



Natural to Environment
Puzzles should make sense in environment



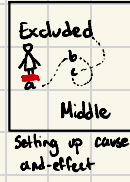
Amplify a theme
Actions must be reasonable to characters



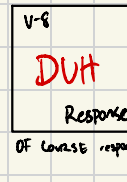
Information
Puzzles
Supply missing info



Codes
Define information boundaries

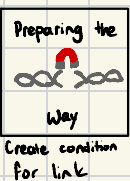


Excluded
Middle
Setting up cause-and-effect

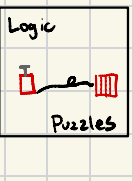


V-8
Response
Of course, response

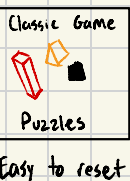
GOOD PUZZLES



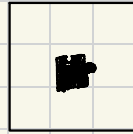
Preparing the Way
Create condition for link



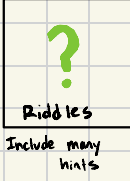
Logic
Puzzles



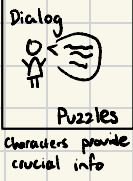
Classic Game
Puzzles
Easy to reset



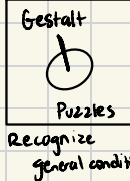
create puzzles that are intriguing, fun, and interactive



Riddles
Include many hints



Dialog
Puzzles
Characters provide crucial info



Gestalt
Puzzles
Recognize general condition



Be empathetic towards the player. Think and feel like the player