

what's a puzzle?

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puzzles are fun!

lets play again!

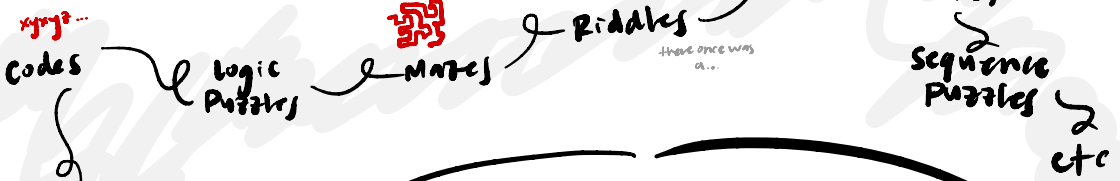
novel + tricky

puzzles have a right answer

rules

goal: find a solution

Designing Puzzles



what makes a good puzzle?

Fairness or solution?

Theme

Natural to the environment

vs response

A-HA! of course

Levels of Difficulty

- bread crumbs
- alt. solutions
- steering alternate solutions etc.

player empathy

- design from player pov

creating the puzzle

