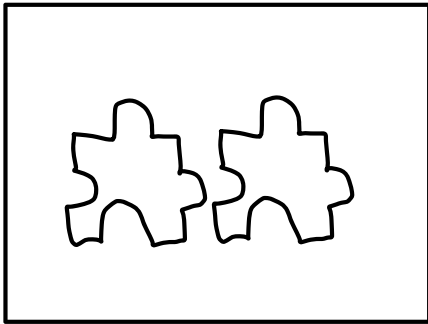
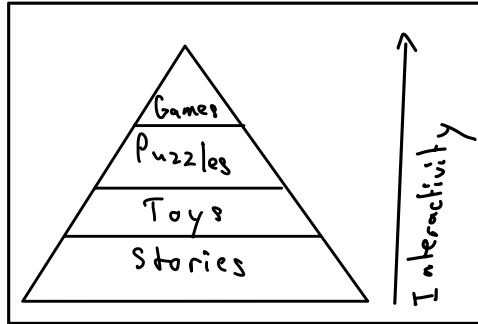


Puzzles In Games

What is a puzzle?

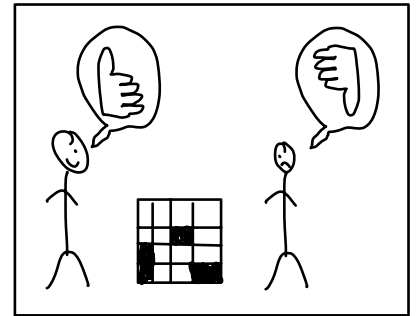


- Fun
- Has a right answer



Puzzles have a goal (unlike toys) and no opponents (unlike games)

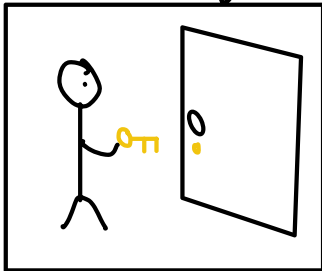
Fun is subjective



- Different people like different puzzles
- A good puzzle matches its audience

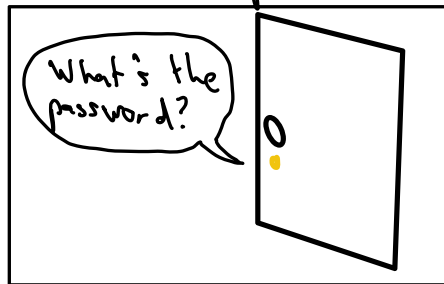
Types of puzzles

Use of objects



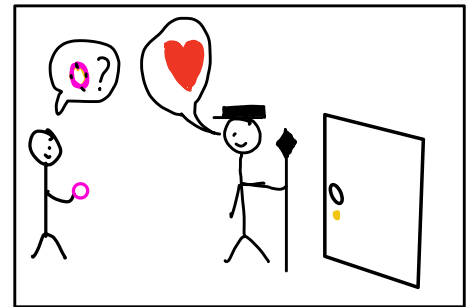
Obvious or unusual use

Information puzzles



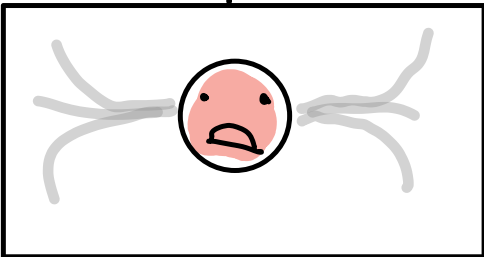
Clue-based like passwords, cryptograms, riddles

People puzzles



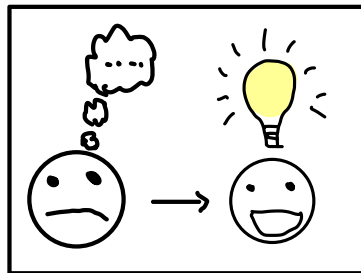
Solve by understanding character motivations

Bad puzzles



- "Hunt the pixel"
- "Guess what I'm thinking"
- No/bad clues

Great puzzles



- Fun to manipulate
- Fit in the world
- All clues in game
- Make player think

Adjusting difficulty



- Add hints to help player
- More breadcrumbs = easier puzzle