

Hey there! Quick question...

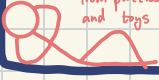
What is a puzzle?

2 things!

It's **fun** and it has a **right answer**



Essentially, they're both a form of **play**, and they're **distinct** from puzzles and toys



Puzzles can be made fun by being novel, not too easy or hard, and by requiring a shift in **perspective**



Remember that fun looks different for everyone, so **think** about your audience



Also, note that there **doesn't** have to be only **1** right answer to a puzzle



Think of it as having a **goal** your player is working towards



There are actually lots of types of play activities that we can categorize...



... with each one getting more **interactive**

Game	Winning
Puzzle	Goal
Toy	No Goal
Story	No Interaction



Okay, that all makes sense, but...

How do I design one?

SERVE THE NARRATIVE

Your puzzle should never divert attention from the story



It should always be fair, natural to the environment, and (amplify) the theme

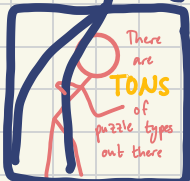


You can make puzzles **EASIER** with



- Bread Crumbs
- Alternate Solutions
- Steering the player

There are **TONS** of puzzle types out there



- Ordinal use of object
- Unusual use of object
- Building puzzles
- Information puzzles
- Codes
- Excluded middle
- People puzzles
- Timing puzzles



There are also some to **AVOID!**

- Arbitrary
- Binary
- Designer
- Hunt the pixel



But most importantly, remember your player when designing

EMPATHY



Have fun out there and

HAPPY PUZZLING!



Thanks!