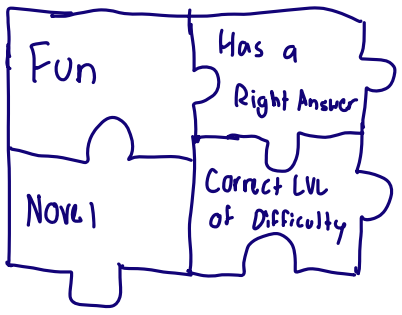
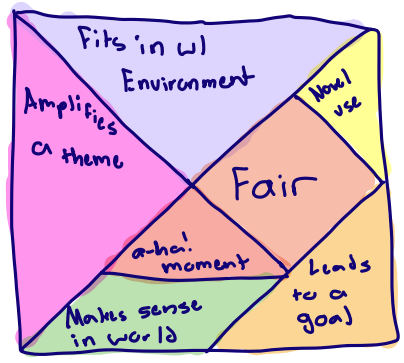
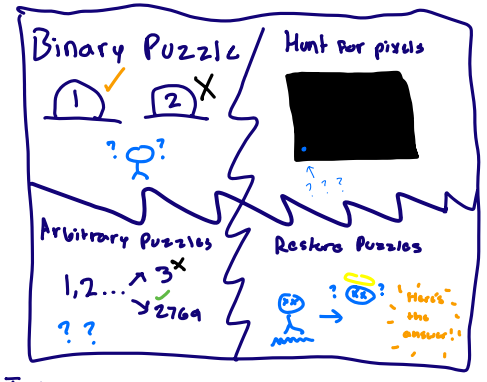
What is a puzzle?



Good Puzzles

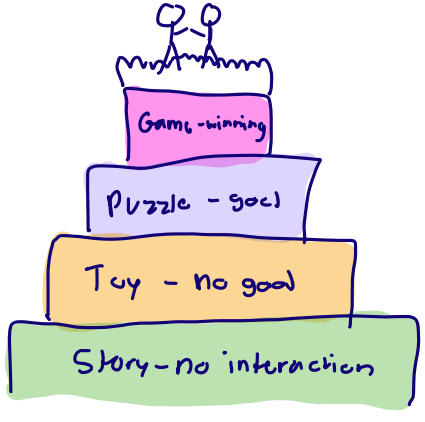


Bad Puzzle

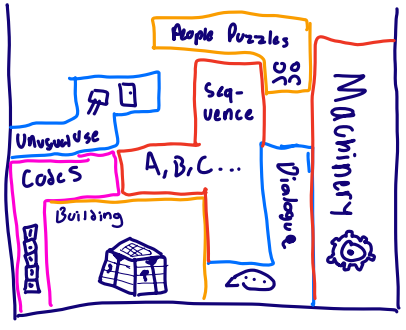


Just b/c a designer gets puzzle doesn't mean player will.

Types of Play

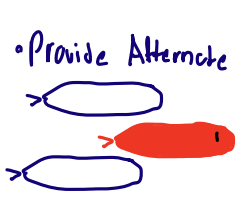


Types of Puzzles



Design Philosophy

- Provide Alternate Solutions



- Red Herrings
- Proximity
- Steering
- Empathy for player

