

A puzzle...

1) Is fun



2) Has a right answer



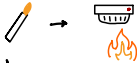
"A simple task made difficult"

Types

• Ordinary use of an object in the way it was obviously designed



• Unusual use of an object



• Codes



• Preparing the way



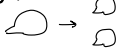
• Sequence puzzles



• Classic game puzzles



• Dialog puzzles



• Alternate interfaces



• Overall "gestalt" puzzles



• "Building" puzzles



• Information puzzles



• Excluded middle



• People puzzles



• Logic puzzles



• Riddles



• Trial and error puzzles



• Mazes



Novel

A novel twist



The right level → Fun!

- Too easy
- Just right
- Too hard

Tricky



Puzzles in Games, Puzzles as Games

Designing

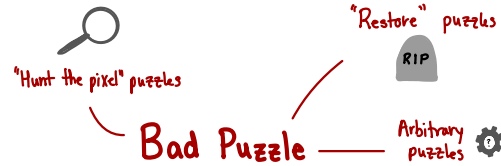
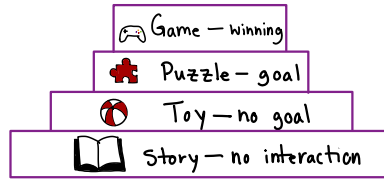
Create the puzzle

- Characters
- Obstacles

Player empathy

- Anticipate
- Inform

Hierarchy



Good Puzzle

