

PUZZLES in GAMES PUZZLES as GAMES

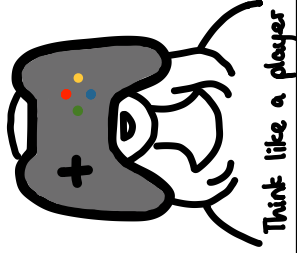
Puzzles are : fun + has one solution
Good level of difficulty
Allows you to think differently

WHAT IS A
PUZZLE



PLAYER EMPATHY

Puzzles should enhance game and
challenges without causing
frustration



Think like a player

DESIGNING PUZZLES

Good puzzles develop
naturally from stories
+ obstacles

We'll provide the
tools needed!

What do I
need to do?



GOAL

OBSTACLE

PUZZLE

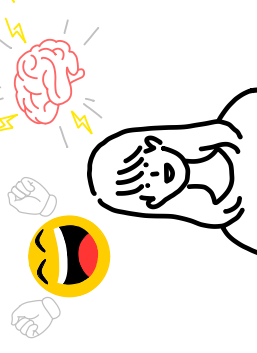
SOLUTION

PROGRESS

V-8 RESPONSE

Best puzzles make solutions seem obvious
once discovered

Good puzzles makes players feel satisfied
+ smart



PUZZLE — vs. — OTHERS

Puzzle: solves a problem (focus on
finding solutions)



vs.

Games: winning against opponent



Toys: free exploration

Stories: experience a narrative

GOOD PUZZLE vs. BAD PUZZLE

Fair



Gives suitable clues



Fits the world



Unfair



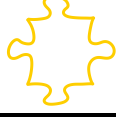
Instant loss



Random



DIFFERENT TYPES OF PUZZLES



Object use



Information



People



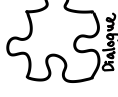
Build



Mechanism



Logic



Dialogue



Timing

Puzzles challenge players
in different ways

DIFFICULTY



EASY

More clues



MEDIUM

Fewer clues



HARD

long reasoning
chain

Designers control difficulty by changing the
amount of information and clues provided
to the players.