

PUZZLES IN GAMES, PUZZLES AS GAMES

FROM "WHAT IS A PUZZLE?" + "DESIGNING THE PUZZLE"

① WHAT IS A PUZZLE?

A PUZZLE IS: - FUN
- HAS A RIGHT ANSWER



- NOT TOO EASY
- NOT TOO HARD
- MAKES YOU THINK DIFFERENTLY

② PUZZLE VS. OTHER

「PUZZLE → SOLVE THE PROBLEM」

VS.

「GAME X → BEAT ANOTHER PLAYER」

TOY → EXPLORE FREELY

STORY → EXPERIENCE A NARRATIVE

- PUZZLES FOCUS ON FINDING SOLUTIONS

③ DIFFERENT TYPES OF PUZZLES



- PUZZLES CHALLENGE PLAYERS IN DIFFERENT WAYS

④ GOOD PUZZLE VS. BAD PUZZLE

GOOD ✓



- FAIR
- FITS THE WORLD
- GIVES CLUES

"OH!!
OF COURSE!"

BAD ✗



- RANDOM
- UNFAIR
- INSTANT DEATH

"HOW WAS
I SUPPOSE TO
KNOW?"

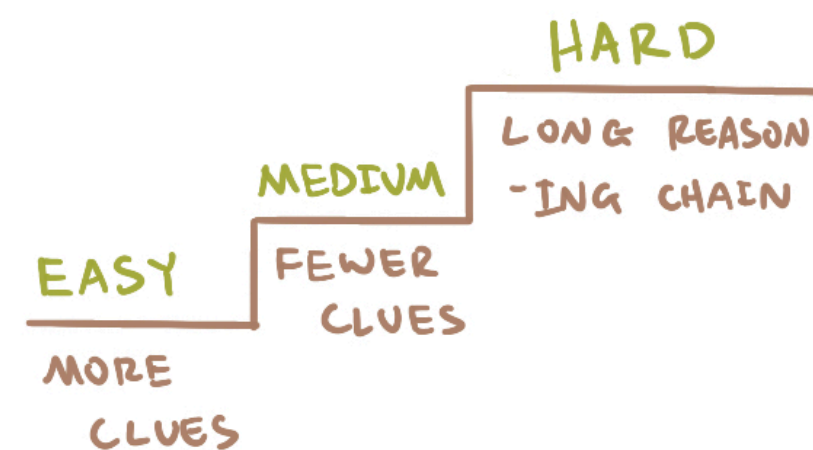
⑤ THE V-S RESPONSE

- GOOD PUZZLE MAKES PLAYER FEELS SMART + SATISFY



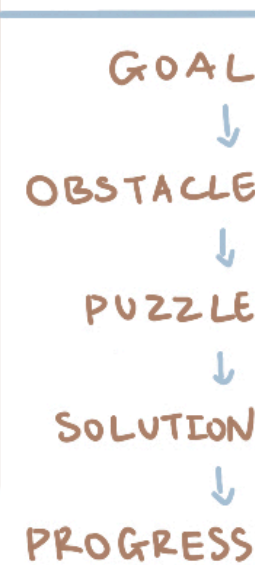
↳ THE BEST PUZZLES MAKE THE SOLUTION SEEM OBVIOUS ONCE DISCOVERED

⑥ DIFFICULTY



- DESIGNERS CONTROL DIFFICULTY BY CHANGING THE AMOUNT OF INFORMATION AND HINTS PLAYER RECEIVE

⑦ DESIGNING PUZZLES



PLAYERS:
"NOW WHAT DO I DO?"

DESIGNER:
"I'LL GIVE YOU THE TOOLS."

- GOOD PUZZLES GROW NATURALLY FROM STORIES + OBSTACLES

⑧ PLAYER EMPATHY



↓
ABILITY TO THINK LIKE A PLAYER

ANTICIPATE, FAIR

- PUZZLE SHOULD ENHANCE THE GAME AND CHALLENGE WITHOUT FRUSTRATION

LOGICAL, STORY-DRIVEN, REWARDING