CMS.608 / CMS.864 Game Design
Spring 2008

CMS.608 – 28 April 2008
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<u>Puzzle Design</u>
- why is it we like puzzles so much?
- what is a puzzle?
    - it's fun
    - there's a right answer
    - can't be too easy/hard
- it's hard to pinpoint difficulty and enjoyability for different audiences
- the opponent is the puzzle itself, not another player (not quite, with high score records etc.)
- it's a state of affirs
- dependent on <u>insight</u> – logical, but witty/surprising etc.
- types of insight (many!)
    - persistence
        - no insight
    - eureka
        - the insight is everything
    - story
        - the insight is part of the problem progression
    - piecemeal
        - little insights
- parts of a puzzle
    - rules
        - problem description
        - not too much, not too little
        - mystery!
    - goal
        - solution
- types of puzzles (based on materials)
    - language, visual, logic, numbers, puzzle games
- how to design puzzles?
    - notice the unusual
    - work backwards
    - choose a topic/context