

Puzzles

--The puzzle is the art of asking the question while giving or hinting at the answer—
--Puzzles are as fun as the story that invents them.--

Main Categories (can you think of others?)
Puzzles are as fun as the story that invents them...

1

Trial And Error Puzzles

Work at it till you get it right
Red Herrings are tossed in
You might go on wild goose chases
There are dead ends

Examples: Mazes

Note: These can be frustrating unless you use the next 2 devices to make it tie into the story (treasure hunts and patterns). The player must feel as if it is necessary to do it by error.

The bonus in the "Trial and Error" puzzle is serendipity. Like the fairy stories where the hero looks for A but finds B along the way. In the end, B turns out to be more important than A and the purpose of the diversion was to get the hero to the right place.

2

Treasure Hunt

Interviewing people

Collecting pieces of the puzzle

Talk to different subjects to get answer(s) to puzzle or mystery

Examples: Role Playing Games / Mystery style games

Note: *can the player find the answer to the puzzle without collecting every clue? Or are they bound to the puzzle and ALL ITS PIECES!*

Part of the design is to leave enough clues so if the players do not pick up what to you seems the obvious ones, they still have somewhere to go within the game. The whole "chain of pick me ups" should be an artful construction. So include redundancy within the gathering portion of the game so a player is not 'stuck' trying to find the 'last clue!'.

3

Pattern Makers

Discover inherent pattern or how things fit together

Visual likenesses and differences

Actions that provide information about patterns within puzzle

Examples: jigsaw puzzles, rubic's cube, tetris

Note: *is the pattern obvious only to the creator or is it something the player can catch onto? Patterns rely on a bit of trial and error. How many mistakes can a user make before they are eliminated from the game?*

Hints can be used to help clue the player in that there is a pattern HERE. This way the focus of their attention will be to unravel the clues and how the patterns are made.

4

Riddles

A question with an intrinsic but cryptic answer in its asking

May rely on symbols, metaphor, or other word games

You begin with all the answers revealed in a shrouded format – how do you create a summation?

Examples: *many multimedia CD-ROM games*

Note: *add your section here. I was always bad at riddles...*