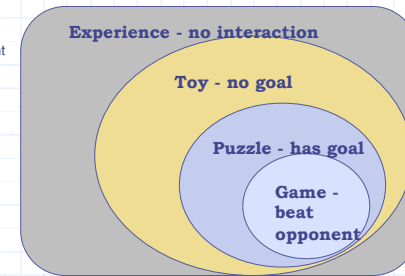


What is a Puzzle?



Four Kinds of Play

- ◆ **Game**
 - Rule-based
 - Against an opponent
 - Goal is to beat opponent
 - Entertainment
 - Education
- ◆ **Puzzle**
 - Rule-based
 - Opponent is self
 - Manipulatable game
 - with a goal
- ◆ **Toy**
 - Manipulatable game
 - Has no set goal
- ◆ **Experience**
 - No goal, no opponent, no goal

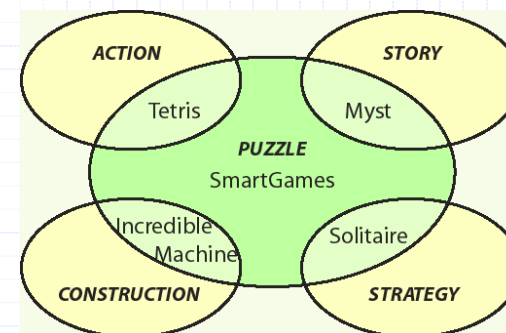


Material taken mainly from Scott Kim's Presentation in 2000 Game Design Conference

Genres of Puzzles



Genres of Puzzles



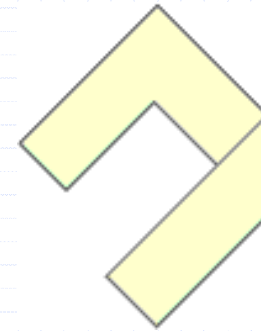
Designing a Puzzle

◆ A puzzle is **fun** and has a **right answer**

As opposed to everyday “problems”

As opposed to a game (no answer) or a toy (no goal)

Is fun



Can you figure out which letter of the alphabet I folded just once to make this shape?
Hint: the answer is not L.

Has a right answer



Helping out: It comes from this sans-serif type:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Algorithm: Designing a Game

- ◆ Start with a fun game you know
 - The secret to all successes
 - That's why spoof / parody is easy fun!
- ◆ Find New Coherent Story
 - Clear understanding of the **rules**
 - Description of all **options** and outcomes
 - Fair, fun and **reasonably** challenging
 - Multi-leveled based on developed skills

Designing a Computerized Game

- ◆ **Direct** translations do not always work
 - E.g. Computerized Rubik's cube
- ◆ Create something that takes advantage of the **medium**
 - E.g. Cogito
- ◆ **Limitations** of the computer
 - Screen size, resolution, audio, response time, interface tools, storage, connection
- ◆ **Advantages** of the computer
 - Undo, on-demand help, low-ego opponent, never-tired opponent, updated games
- ◆ **Unique** to the computer
 - Arthur's music box

Designing a Computerized Game

- ◆ It is a game
 - So, it has all the ingredients of a game
 - But it is on a computer, therefore it has screens
 - And audio... and navigation... and visuals
 - (all of which you know from CS215)
- ◆ Possible Screens in a Computerized Game
 - Introduction screen
 - Instruction screen
 - Back-story screen
 - Game background screen
 - Screen between levels
 - End of game screen
 - High score screen and High score display screen
 - Payoff screen

See the online "**Art of Computer Game Design**" -
<http://www.vancouver.wsu.edu/fac/peabody/game-book/Coverpage.html>
And Chapters 1 and 2 of "**Advanced Lingo for Games**" by Gary Rosenweig at
<http://clevermedia.com/>

Answer to the letter puzzle

- ◆ Just to make things more exciting,
the answer to the quiz you saw in the previous slide
is the **only** letter
that does not appear in this sentence.
- ◆ It does not appear in the whole slide either!
- ◆ Do you need even more help?
Or are you annoyed?