Puzzle Design
- 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 affairs
- dependent on insight – 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