Title: Mystery Doors

Story: Cross the door to by solving puzzles.

Pc: Pol.

NPC: Obstacles

Goal: Cross the door by solving puzzles.

Rules: He/ She can only take one hint to cross the puzzle.

Adaptively: Having different puzzles on diff game level.

Chance vs. Skills: Skills

Feedback: Text

Balance: By giving one easy and one tough. So the player will not get exhausted by playing hard levels again and again.