

Replay Value in Puzzle Games

| Problem Statement

Traditional puzzle games are inherently linked to a solution that, when found, makes the game fundamentally incapable of being replayed while remaining fun.

| Objective

- Create replay value in traditional puzzle games by employing a variety of designs in already established video games of all genres, as well as through experimental means.

| Technical Approach

- Critical analysis of multiple video games - some of which possessing replay value, and others lacking that quality.*
- Creating a list of gameplay features from the investigated games, and evaluating the affects each feature has on creating immersive challenges.*
- Understanding the nature of video game puzzles and how to design them to have multiple solutions.*
- Establishing a premise for a basic, creative puzzle demo.*
- Iteratively implementing and/or removing investigated gameplay features into demo to evaluate the effects.*

| Deliverable

A simple, replayable puzzle game that is relatively deterministic, with challenges possessing multiple solutions.

| Sources

Pedersen, Kasper Allan. "Replayability in Strategic Computer Games." (2012).

Manker, Jon. "Designscape-A suggested game design prototyping process tool." *Eludamos. Journal for computer game culture* 6.1 (2012): 85-98.