

Final Project Puzzle Ideas

by me :o (griffin)

A few things to note:

- Open to feedback and adaptations, and of course ideas of your own are always welcome
- Most of these are intentionally somewhat abstract/unfinished right now for the sake of flexibility
 - e.g. Could change locations/contexts and assign basically any reward for completing them
- These are mostly pattern recognition puzzles. Having a few more direct puzzles as well as some simple find-item-use-item stuff would round out the set nicely, this is just what I have so far.
- These should be relatively easy to code, as none of them really use more than the systems for picking up & using items, which are already planned. Some unique assets will be needed though.
 - A few also require a shovel (or equivalent) item that simply adds something to the player's inventory when used over a specific spot. Should probably be obtained early on.
- For each I'll present the basic concept, a rough example, and a way to make it easier if necessary.
- Last slide is the amount of work needed to implement each one

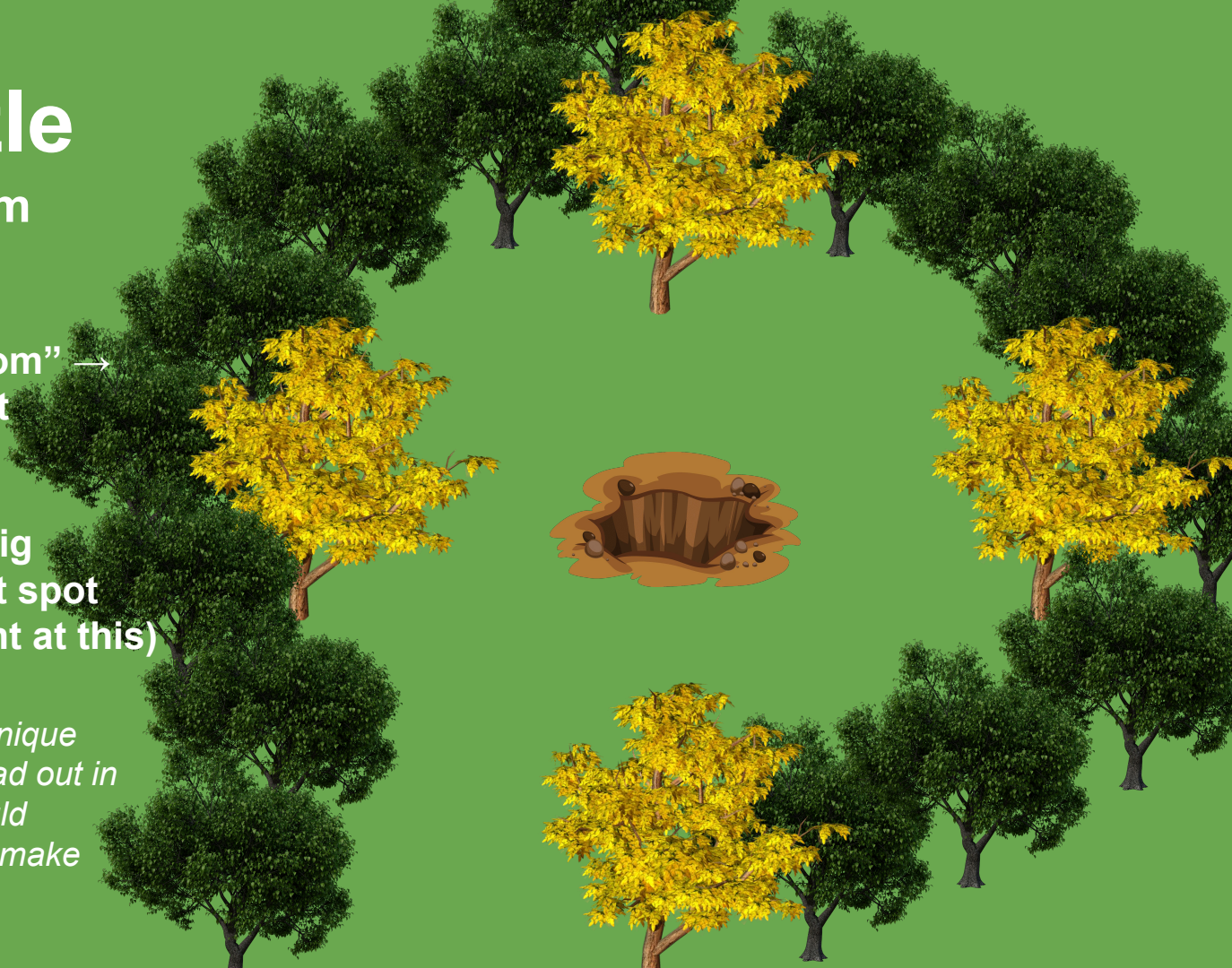
Trees Puzzle

Complexity: Medium

Task: Can't interact with anything in this "hint room" → Instead find the midpoint of 4 OTHER yellow trees

Reward: Use shovel to dig up an item hidden at that spot (the hole here should hint at this)

There will only be 8 of these unique trees total (4 here, and 4 spread out in a more open area). They should look distinct so the player can make this connection more easily.



Main puzzle room example →

Could be multiple “screens” wide to make it a bit more challenging to find the midpoint

Maybe avoid putting other puzzles/items in this area, so the player will be suspicious about how empty it feels

Don’t have to dig at the exact perfect spot, just close enough to prove you found the midpoint :)

Could change to something like 4 statues pointing toward the midpoint if we wanted to make this easier (might remove need for a “hint room”)



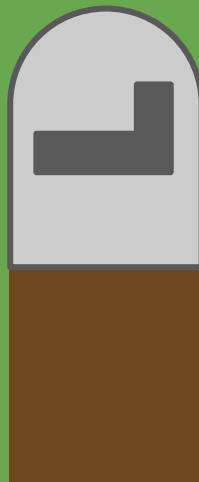
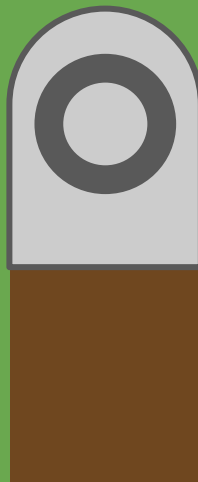
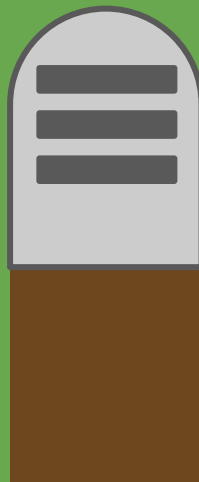
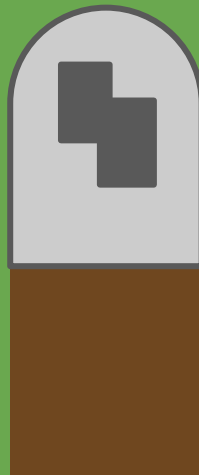
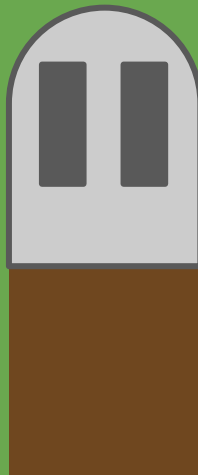
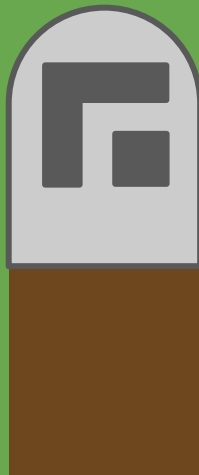
Graveyard Puzzle

Complexity: Medium-High

Task: Collect 6 different coloured flowers from patches around the map, then put each one in the right spot (empty slots shown on the right)

Reward: When all 6 flowers are in the correct spots, they are locked in place and a ghost appears to give you an item or tell you something maybe?? o_o

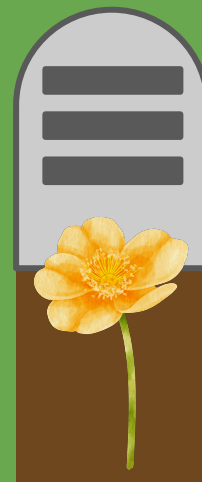
but how do you know where to put each one?! (see next slide - going to show off this one in more detail than the others)



The shape of the flower patch shows you which tombstone to place it on!
This is just a basic example:



this counts as one flower patch
since it's all the same colour



(the 3 horizontal
lines match)

you can only pick up one flower per patch, which
you do by interacting with the patch itself. so the
correlation is pretty direct but still a bit sneaky o.o

**Once the player figures this out, the
puzzle should be easy from there.**

Slightly more creative examples (just using solid colours to represent flowers)

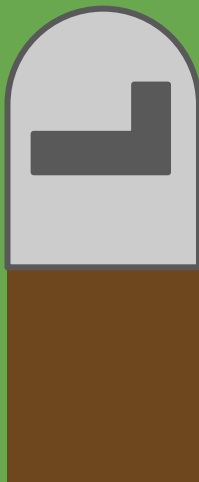
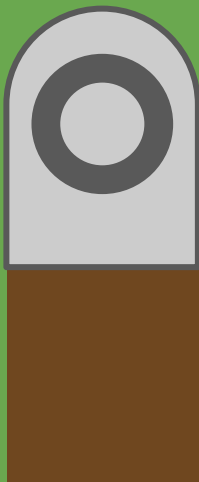
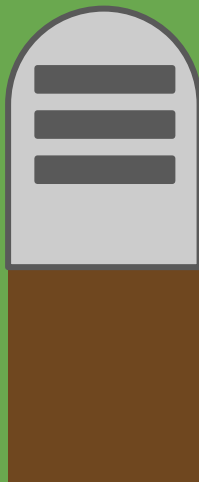
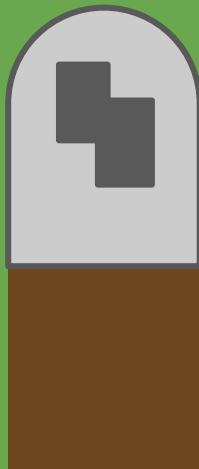
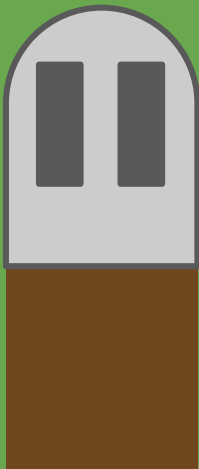
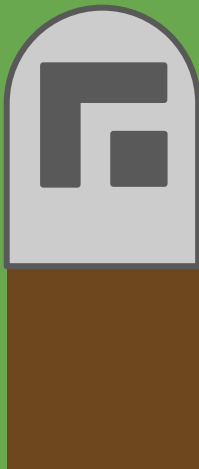


i'm so
talented
and
professional

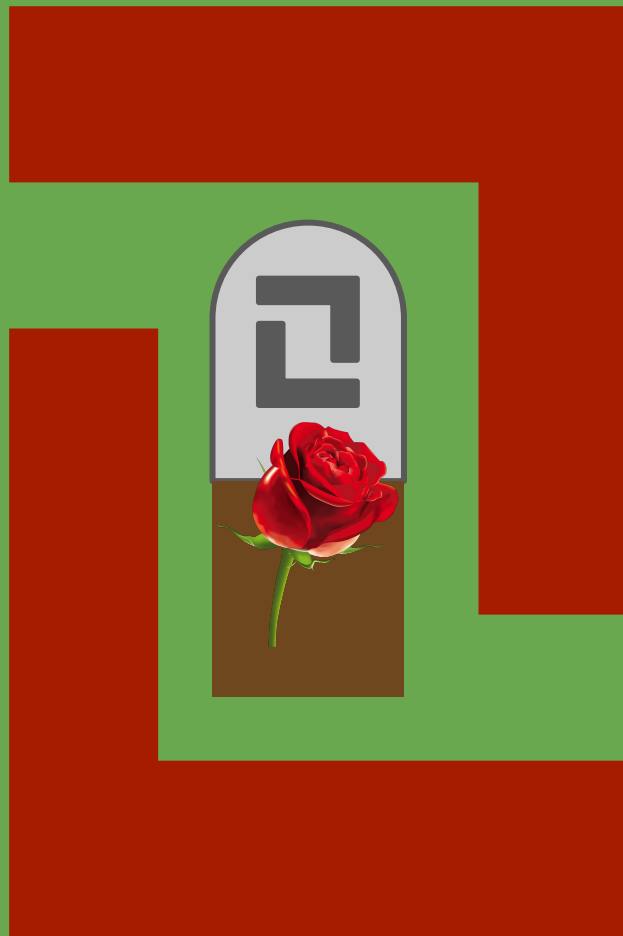


this was a good slide

Can make
this one easier
by adding an
example that the
player can't
interact with
(on the right)



or by making
the shapes
more obvious
and distinct
(might be less
interesting
though)



Ruins Puzzle

Complexity: Medium-Low



Task: Notice that 2 small sets of ruins look identical, except for one small difference (a pillar is missing, for example)

Reward: Use shovel to dig up an item hidden at the spot where the difference is



We should spread them out a bit, but also avoid having other structures that look similar (to not confuse the player).

If we need to make this puzzle easier, we can move them closer together and/or simplify their designs.

Journal Puzzle

Complexity: Medium

PAGE EXAMPLES: (ignore the writing)

...

The sun began to set

...

Friend went to investigate at the source of the stream

...

2nd

...

It was completely dark now

...

A wild beast leaped at him, so he ducked west into the bushes. I had no choice but to abandon him

...

3rd

...

The day was far from over

...

Decided to go fishing at the fork in the river

...

1st

Task: Collect 3 (or 4) journal pages scattered around the map. Use clues about time of day to put them in order, then walk around following the “instructions”

Reward: Interact with a bush(?) where the corpse is hidden to grab an item off it

Can integrate a little bit of cool storytelling/lore in these (whatever you guys want)

Should also be easy to follow, but hard to find the item accidentally (unless you're checking every bush lol)

Work required for each idea:

Trees Puzzle

- Code: Simple shovel mechanic
- Assets: Just a unique tree type that stands out from the others
- Level Design:

Graveyard Puzzle

- Code: Can pick up a flower (from patch or tombstone) and place on any tombstone
- Code: When 6th flower placed, determine if all are in the right spots. If so, give the reward.
- Assets: Tombstones, flowers (individual and patches), reward ghost
- Level Design: Place six flower patches in smart places around the map

Ruins Puzzle

- (OVERLAP) Code: Simple shovel mechanic
- Assets: Some ruins (probably with collision), and a copy with one piece missing

Journal Puzzle

- Writing: 3-4 journal pages that act as instructions when read as a full story
- Level Design: Make a few notable spots on the map to follow