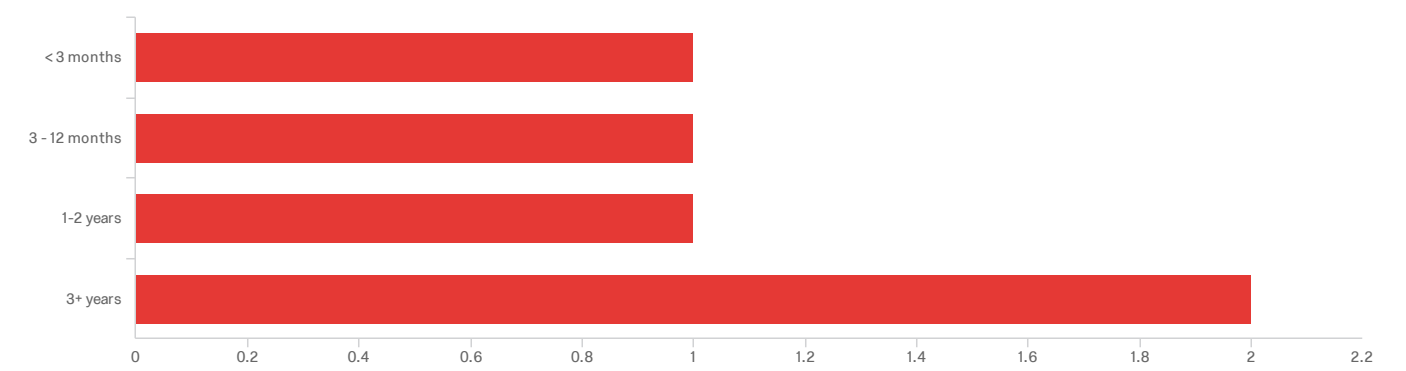


# Default Report

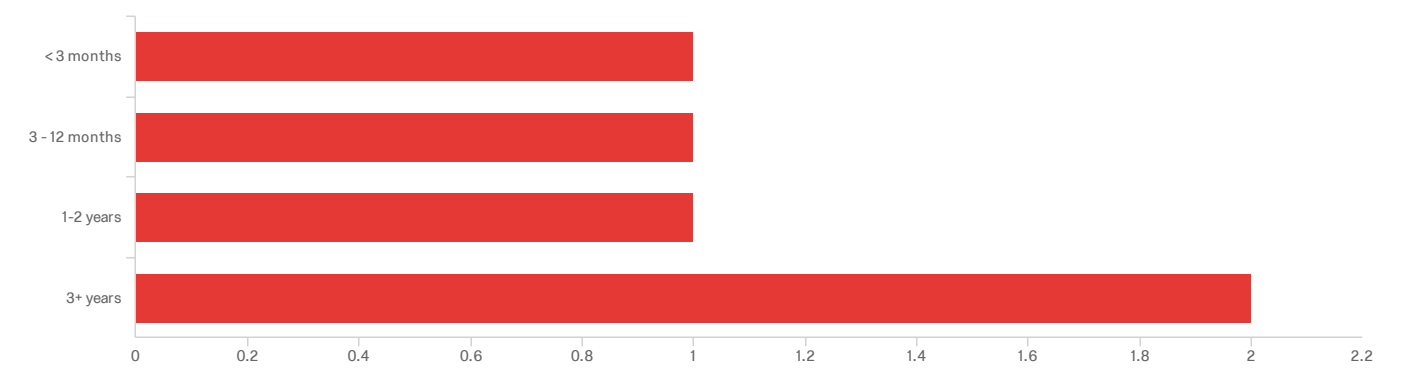
Puzzle design survey

February 25, 2019 7:33 AM MST

## Q1 - For how long have you designed puzzles?

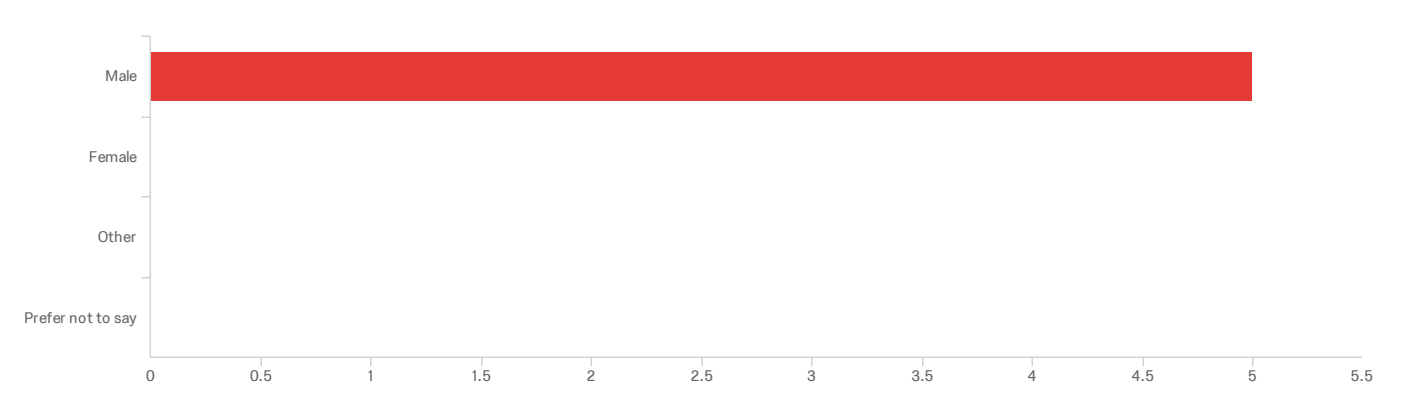


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	For how long have you designed puzzles?	1.00	4.00	2.80	1.17	1.36	5



#	Field	Choice Count
1	< 3 months	20.00% 1
2	3 - 12 months	20.00% 1
3	1-2 years	20.00% 1
4	3+ years	40.00% 2

Q2 - What is your gender?



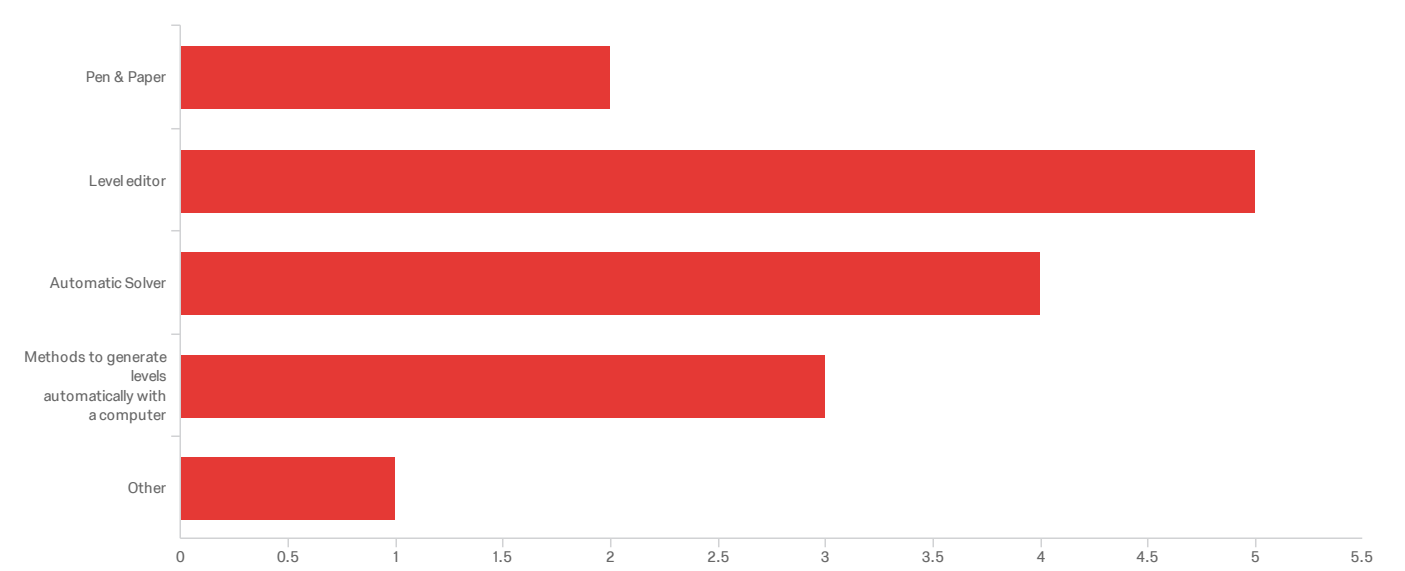
#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	What is your gender?	1.00	1.00	1.00	0.00	0.00	5

#	Field	Choice Count
1	Male	100.00% 5
2	Female	0.00% 0
3	Other	0.00% 0
4	Prefer not to say	0.00% 0

5

Showing rows 1 - 5 of 5

Q3 - Which of the following tools do you employ when designing a puzzle game?



#	Field	Choice Count
1	Pen & Paper	13.33% 2
2	Level editor	33.33% 5
3	Automatic Solver	26.67% 4
4	Methods to generate levels automatically with a computer	20.00% 3
5	Other	6.67% 1
		15

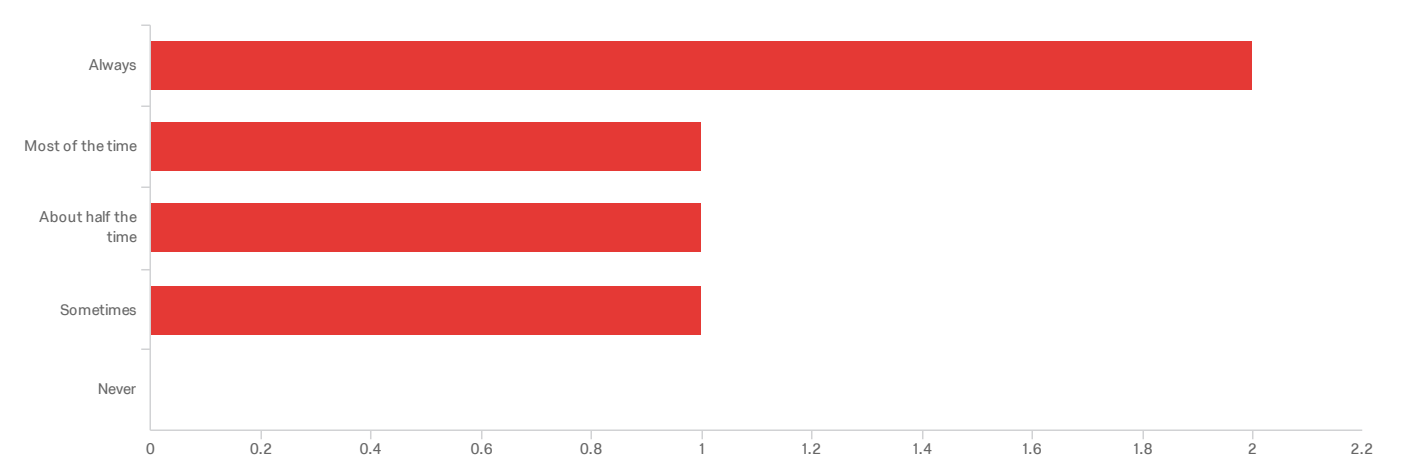
Showing rows 1 - 6 of 6

Q3\_5\_TEXT - Other

Other

Puzzlescript

Q4 - How often do you use a level editor when designing a puzzle game?

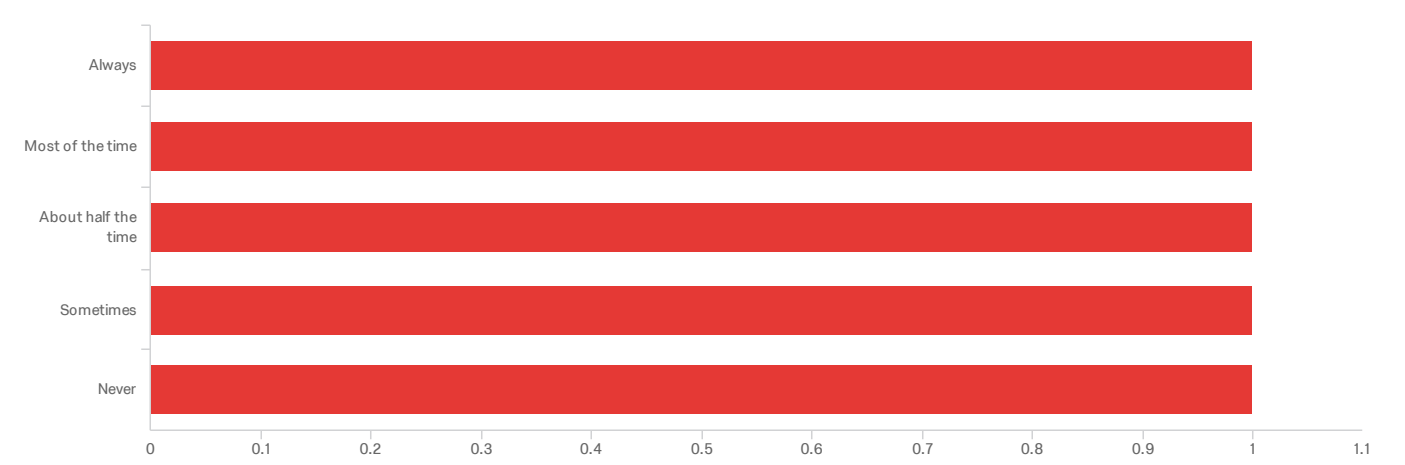


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	How often do you use a level editor when designing a puzzle game?	1.00	4.00	2.20	1.17	1.36	5

#	Field	Choice Count
1	Always	40.00% 2
2	Most of the time	20.00% 1
3	About half the time	20.00% 1
4	Sometimes	20.00% 1
5	Never	0.00% 0
		5

Showing rows 1 - 6 of 6

Q5 - How often do you use a solver when designing a puzzle game?

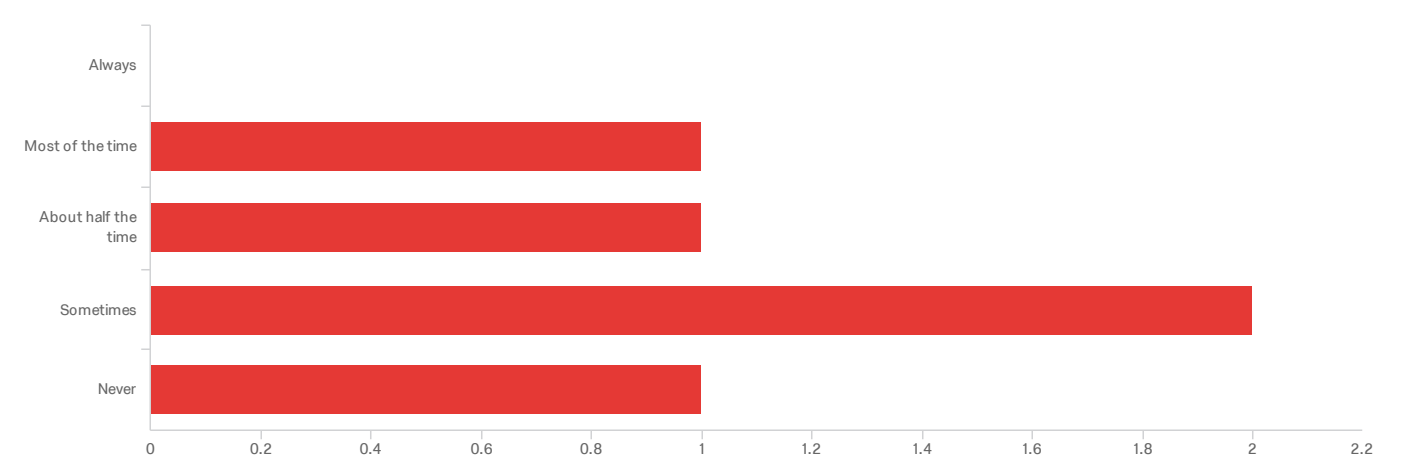


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	How often do you use a solver when designing a puzzle game?	1.00	5.00	3.00	1.41	2.00	5

#	Field	Choice Count
1	Always	20.00% 1
2	Most of the time	20.00% 1
3	About half the time	20.00% 1
4	Sometimes	20.00% 1
5	Never	20.00% 1
		5

Showing rows 1 - 6 of 6

Q6 - How often do you employ methods to automatically create puzzle levels?

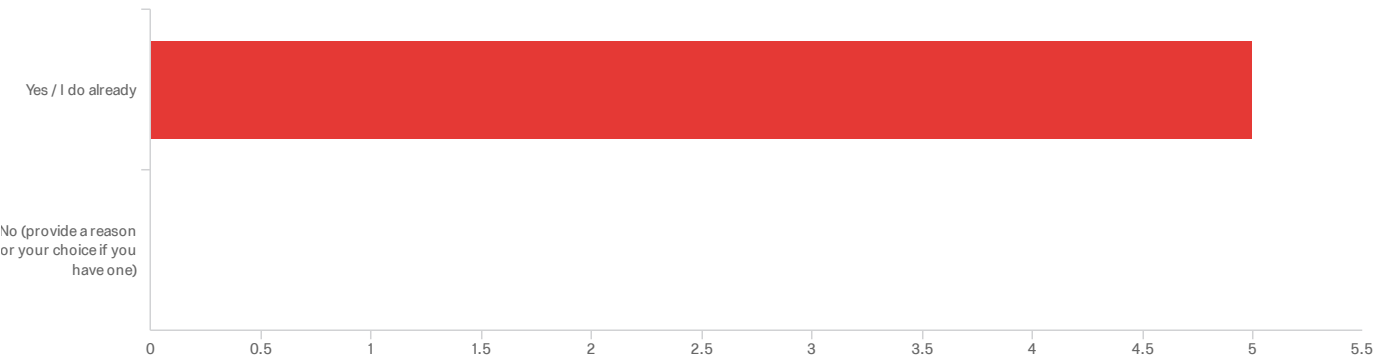


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	How often do you employ methods to automatically create puzzle levels?	2.00	5.00	3.60	1.02	1.04	5

#	Field	Choice Count
1	Always	0.00% 0
2	Most of the time	20.00% 1
3	About half the time	20.00% 1
4	Sometimes	40.00% 2
5	Never	20.00% 1
		5

Showing rows 1 - 6 of 6

Q7 - Would you be open to incorporate level editors in your design process?



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Would you be open to incorporate level editors in your design process? - Selected Choice	1.00	1.00	1.00	0.00	0.00	5

#	Field	Choice Count
1	Yes / I do already	100.00% 5
2	No (provide a reason for your choice if you have one)	0.00% 0

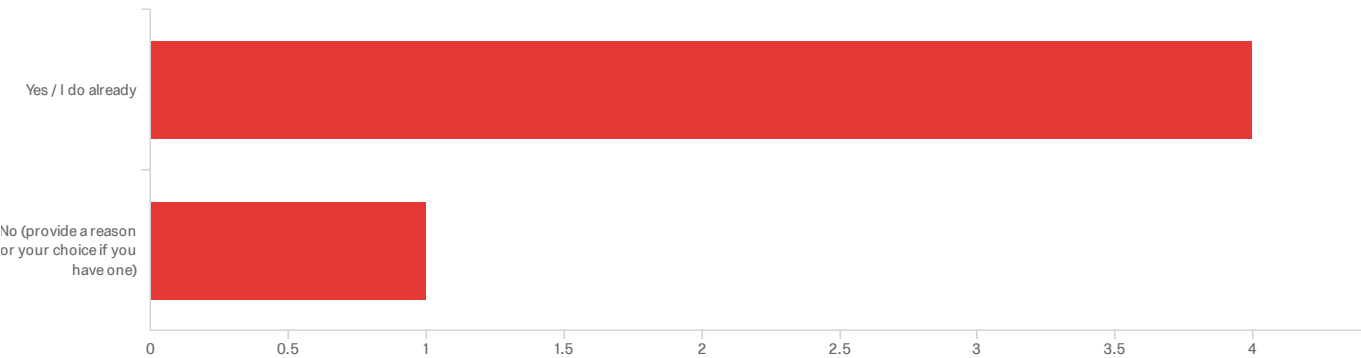
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Showing rows 1 - 3 of 3

No (provide a reason for your choice if you have one)

No (provide a reason for your choice if you have one)

Q8 - Would you be open to incorporate solvers in your design process?



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Would you be open to incorporate solvers in your design process? - Selected Choice	1.00	2.00	1.20	0.40	0.16	5

#	Field	Choice Count
1	Yes / I do already	80.00% 4
2	No (provide a reason for your choice if you have one)	20.00% 1

5

Showing rows 1 - 3 of 3

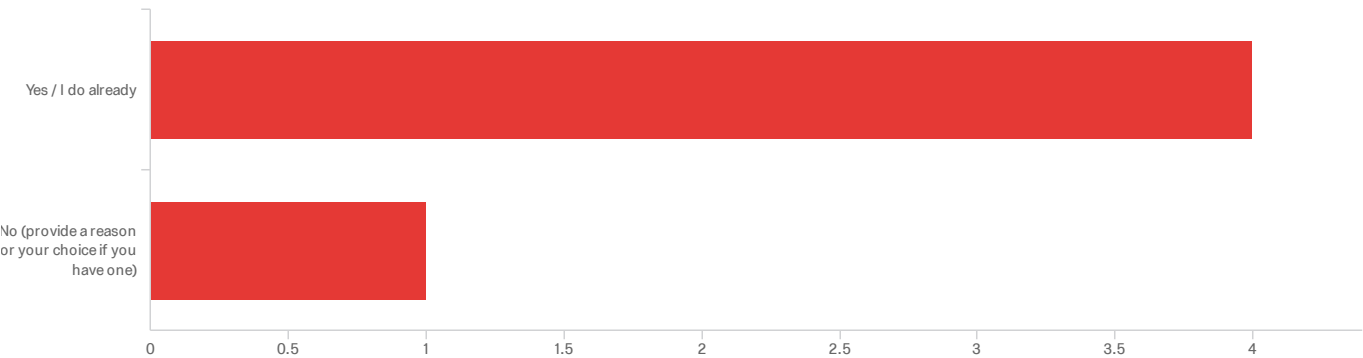
No (provide a reason for your choice if you have one)

No (provide a reason for your choice if you have one)

Very hard to implement, it's standarized in Puzzlescript nowadays (where it is very useful) but very hard/time costly if you're making a puzzle game with different/your own tech.



Q9 - Would you be open to incorporate automatic generators in your design process?



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Would you be open to incorporate automatic generators in your design process? - Selected Choice	1.00	2.00	1.20	0.40	0.16	5

#	Field	Choice Count
1	Yes / I do already	80.00% 4
2	No (provide a reason for your choice if you have one)	20.00% 1

5

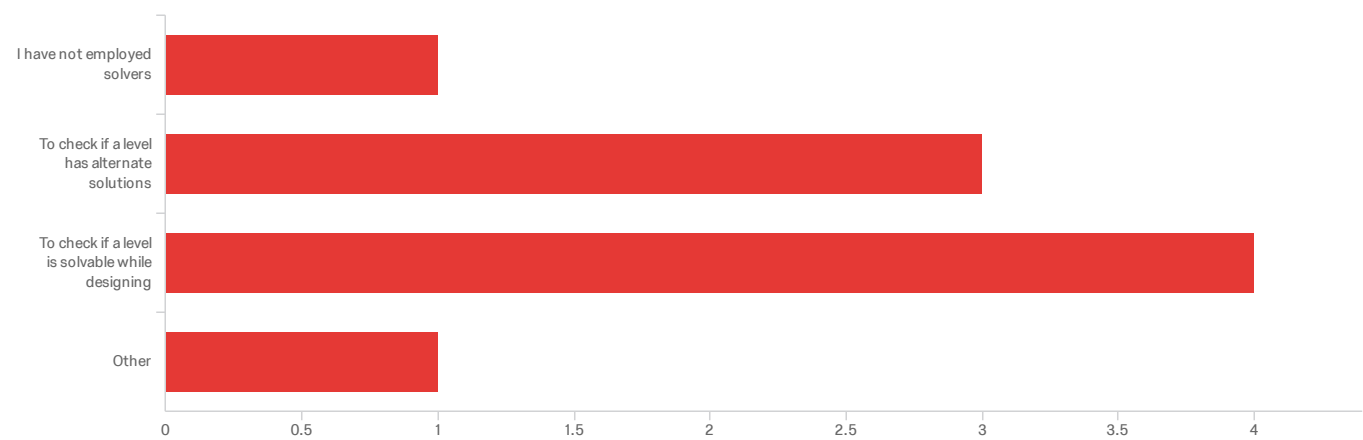
Showing rows 1 - 3 of 3

No (provide a reason for your choice if you have one)

No (provide a reason for your choice if you have one)

This sounds even more complex & time costly to implement. It can give a huge boon to the replayability of the game (if implemented correctly), but that isn't the main focus of puzzle games.

Q10 - For which purpose(s) do you employ solvers?



#	Field	Choice Count
1	I have not employed solvers	11.11% 1
2	To check if a level has alternate solutions	33.33% 3
3	To check if a level is solvable while designing	44.44% 4
4	Other	11.11% 1

9

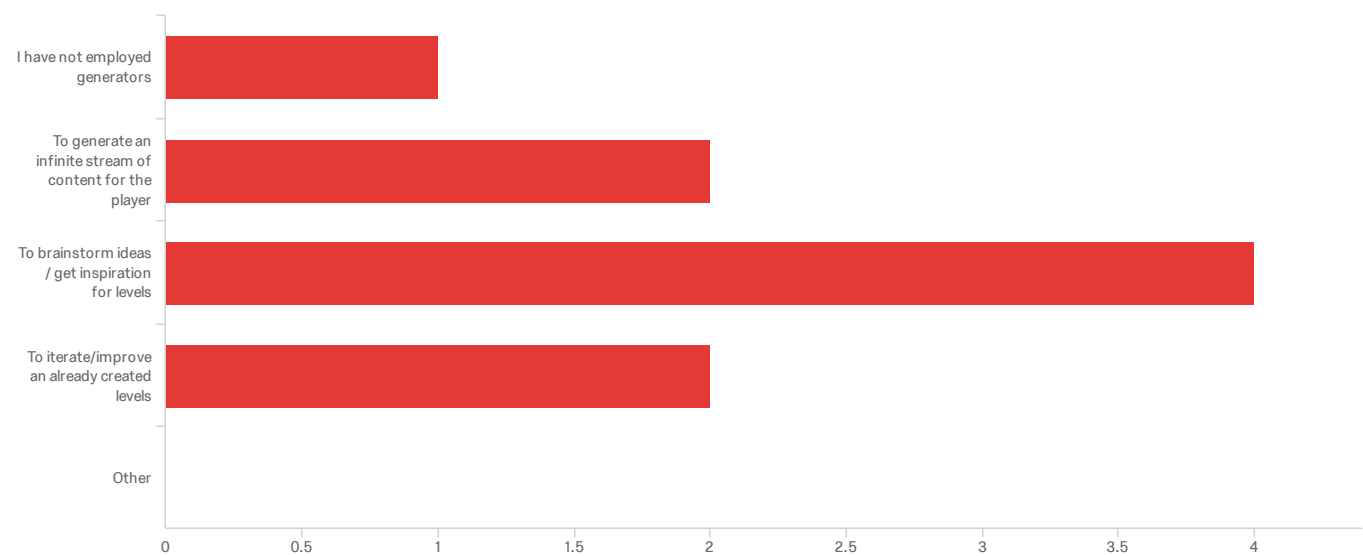
Showing rows 1 - 5 of 5

Other

Other

Finding new ways puzzle pieces can interact with each other (new "dynamics")

Q11 - For which purpose(s) do you employ level generators?



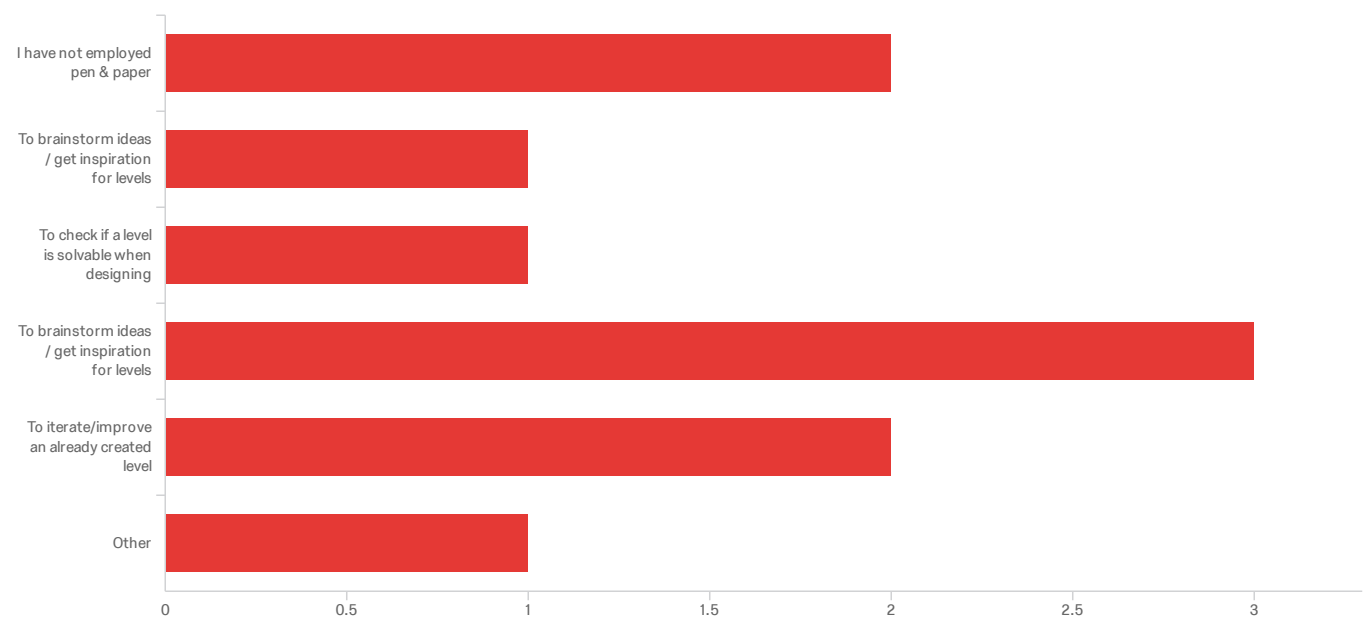
#	Field	Choice Count
1	I have not employed generators	11.11% 1
2	To generate an infinite stream of content for the player	22.22% 2
3	To brainstorm ideas / get inspiration for levels	44.44% 4
4	To iterate/improve an already created levels	22.22% 2
5	Other	0.00% 0
		9

Showing rows 1 - 6 of 6

Other

Other

Q12 - For which purpose(s) do you employ pen & paper?



#	Field	Choice Count
1	I have not employed pen & paper	20.00% 2
2	To brainstorm ideas / get inspiration for levels	10.00% 1
3	To check if a level is solvable when designing	10.00% 1
4	To brainstorm ideas / get inspiration for levels	30.00% 3
5	To iterate/improve an already created level	20.00% 2
6	Other	10.00% 1

10

Showing rows 1 - 7 of 7

Q12\_6\_TEXT - Other

Other

To write down level ideas at moments I do not have access to my computer

## Q13 - How do you approach designing a puzzle game?

How do you approach designing a puzzle game?

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Find interesting mechanics and their consequences.

Iterate on an idea until it works.

Usually prototype some ideas and I focus on the things that have the most potential depth. It's a bit of a combination of intuition and exhaustive searching.

Creating a set of interesting mechanics, finding interesting interactions between different mechanics, and refining that until the set of mechanics can produce interesting puzzles. Then make puzzles until the possibility space is (near) depleted, while keeping refining the mechanics.

I just have my generator that creates a bunch of levels.

## Q14 - What is the hardest aspect of designing a puzzle game in your opinion?

What is the hardest aspect of designing a puzzle game in your opinion?

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Deciding whether the mechanics are fun.

Completeness. Having confidence that you fully explored the possibility space of a mechanic is daunting.

Finding a balance between completeness and drawing a strong boundary around the concept.

Creating a set of puzzle mechanics that's elegant, uses as little elements as possible in as many as possible interesting combinations, and generating a puzzle set that's both sufficient in quality and quantity.

Finding the right difficulty curve.

## Q15 - In which way do you hope automated tools will be able to help you design puzzle games?

In which way do you hope automated tools will be able to help you design pu...

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Finding novel configurations and solutions.

For creative inspiration. Finding ideas that a person would have trouble discovering.

Mostly to help speed up finding puzzles that might have certain properties, or to allow me to experience types of puzzles I might not normally have designed on my own. Then this information can be used to help inform the more personal design choices that I make.

Reduce hand work on the designer, so that the designer can focus more on improving the mechanics and increasing the set of puzzles.

By making puzzle games more about discovery instead of constructing puzzles.