[Herding Cats by anna anthropy (itch.io)](https://w.itch.io/herding-cats)

Simple and clear-cut puzzle game. The essence of this game is to essentially bring all cats together. It is obviously the foundation of the puzzle games of its sorts. Herding cats bring the players into its world by creating pedagogical levels that allow the players to essentially adapt gradually its rules: In the beginning levels, what the players only have to do is to bring all cats together without even thinking too deeply about how it is done; however, the game progresses in a way that at level 5, players should start to think about how to make effective combination of “cat building” blocks. As the puzzle design principle stated by Jesse Schell, a good puzzle should gradually increase the level of difficulty and start the game with well-knitted and adaptive initials. The first few levels are designed to achieve the similar effect that are player-friendly. This game reminds me of the concept of Tetris but in a slightly different 2D realization: they are similar in a way that you have to consider the arrangement of the building block that could pass gradually increased topological structures.

[Bro Code by Alwaysocean (itch.io)](https://alwaysocean.itch.io/bro-code)

This game is extremely easy and fun to play with. What the players essentially have to do is to either line four “brothers” together or essentially have to put all brothers into the correct locations. Similar to Herding Cats, this game provides pedagogical levels for players to familiarize themselves with the rules of the game, the orange blocks create more brothers once you stand on them and the blue block allows the brothers to exit per person. At this spot, as a player, you need to make decisions on whether to put the brothers in one single line or to get all of the brothers out of the maze. The 3rd layer is designed in a way that you don’t really have to try extremely hard to put all of the brothers in the destinations; instead, what you really have to do is to place them into one single line, which is an effective design that allows the players to think about more possibilities that could lead them to the victory.

[Duplicate by TheLoNk13 (itch.io)](https://thelonk13.itch.io/duplicate)

This game has really simple rules: you could either move all of the blocks together or move some of them once part of your block group is blocked by the wall. However, to reach the goal of placing all of the boxes into the right positions indicated by dark blue squares, players need to think really hard about the positions and make full use of the wall. This game is different than the original version of the puzzle script in a way that instead of viewing the wall as a pediment, the wall in this game is actually one of the most important tools that you can make use of to adjust the positions and topological structures of the blocks, which needs a little switching from the former paradigm of thinking.