

Puzzle Design Ideas

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Puzzle 1: **Memory Based Puzzle**

Mechanics: Display a sequence of images, sounds, or lights and the player needs to repeat it.

Reward: If the player gets it correct, the number will be revealed.

Puzzle 2: **Item Collection Puzzle**

Mechanics: Collect hidden objects around the map.

Reward: The number of objects around the map is the number you need to put in.

Puzzle 3: **Riddle Puzzle**

Mechanics: Solve a riddle found in the map.

Example: “I am the smallest even number, but I am greater than 0. What am I?”

The answer is 2. The player will input into the UI field “2” and it will display “The _ number is 2”.

Reward: The answer will be the digit.

Puzzle 4: **Button Sequence Puzzle**

Mechanics: Press a set of buttons in the correct sequence.

Reward: The answer will be revealed after the third round.

Puzzle 5: **Object Counting Puzzle**

Mechanics: Count certain objects in the room.

Example: “How many cars are in the map” Answer: 3.

Reward: Player will input that and have the number revealed.

Puzzle 6: **Pattern Matching Puzzle**

Mechanics: Match shapes, symbols, or images in the correct pattern.

Reward: Completing the pattern correctly will reveal a digit.