Botw approach to puzzles where the tools and solutions are left in plain sight or implied and the player has to put two and two together. Think of the shrine where Link gets the ice ability and right next to him is a pool of water.

Puzzle Ideas

Legs:

One leg lost-

Pan down across multiple skyscrapers with mid to large sized gaps in between them, lack of one leg means jumping is not an option. Gar is on the one furthest from the exit and the roof of the building is littered with various objects some as part of the background others are interactable decoys intended solution is a box or palette that the player picks up or pushes/ pulls between the buildings to create bridges. Could spice it up by mixing up the bridge tools, for example one of the gaps is too wide for the box but there is a cracked pillar next to the gap, implication could or would be small amounts of the pillar crumbling implying that it can be pushed down quite easily.

Large bed of quicksand stands between the player and the exit, could be inside of a construction zone with the implication being that the quicksand is caused by a hole in the floor of the site. Once more various objects are strewn about. Two ideas for a solution; one is that the player has to line up multiple boxes and push them all into the pit where they will float for a bit then sink allowing the player to cross them as if they were a bridge. Two isa rope and a pillar approach making use of the robots interact/ shoot ability robot could lasso a nearby girder pulling it down and into the sand to create a bridge across.

Could also be used for the loss of climbing robot stands at the bottom of a building the ground is covered with items and interactables like boxes bits and pieces that were left behind pushing the story as well as rocks (important) at the base of the tall building is a window washers lift with a section of rope missing. There is also a small sand dune next to the building leading to an open window to bait the player as well as another broken window closer to the bottom of the building to bait the player into trying the box, the player however cannot climb the box. Next to the larger building is a smaller building on which is a smaller broken but not severed pole with a rope wrapped around it, the intended solution is for the player to pick and use the rocks to knock down the pole and retrieve the rope repairing and using the window washers lift to get to the top, or if that's too short to get to a broken window in the building leading to another puzzle.

Two legs lost-

Player enters level and sees a wall with some sort of climbable material (vines, notches etc) at the same time his arrival scares some sort of large wild animal or causes some chain of events leading to a sort of sand avalanche. Player has to climb whilst avoiding occasionally falling sand, telegraphed by small amounts of sand falling before tonnes plummet towards the player. This goes on till the player reaches the top, if we go the animal route could have a nice visual of a large pack of animals moving across the desert landscape.

On a factory floor with cranes holding boxes above, level is mainly about interacting and some climbing. Early on players will get some rope to use as a lasso and will use it to either pull the boxes down from the cranes, dropping them where they're needed or pulling the cranes into position to drop the boxes. This makes it easy to chain various simple puzzles for example the player can drop boxes to form stairs or bridges or we could even have the player retrieve a power source restoring power to the factory and having the cranes pick the player up and drop them to new locations etc.

Arms:

Arms are a bit difficult to come up with because it limits players to just interacting or running around.

One arm lost:

Could bank off of the factory idea and have the player operate a crane picking up and dropping objects to clear or form a path.

Two arms lost:

Timing based puzzles such as running across bridges before they fall away, jumping between platforms before they break.

All Appendages

For the loss of all appendages we could have a sort of underground labyrinth where the player rolls through a bunch of tunnels leading to open areas with exposition explaining exactly what happened to the world. It then lads into a room of what appears to be a scientist with similar robots lying decrepit, it is in here that the robots identity and purpose are revealed.