

Pathogenesis

The puzzles I present are designed to make the player feel trapped, enhancing the game's dark atmosphere.

Each puzzle is iterated with increasing complexity, while also altering the context to keep the experience fresh.

The core solution remains the same each time, but the puzzle is presented in a new way, keeping the player engaged.

A simple mechanic

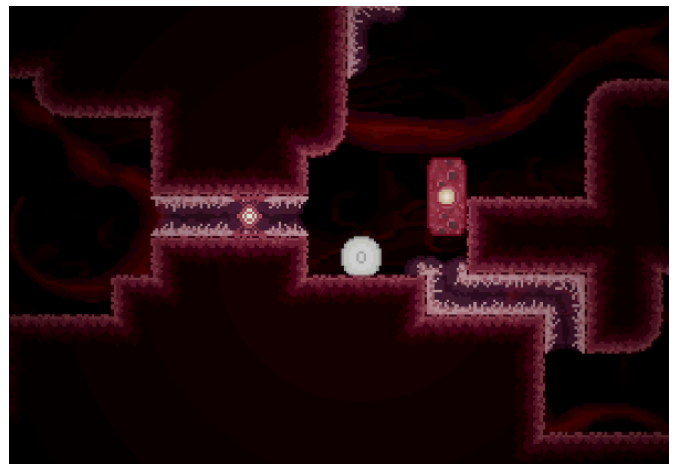
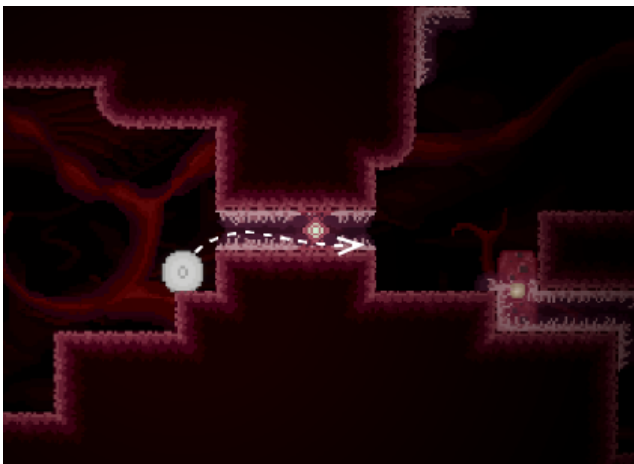
There is an activator and a block, which are connected. When the player passes an activator, the block switches position.

Activators are always placed in narrow passages, so the player can change the block's state by moving through the passage.

Teaching the mechanic

The mechanic is introduced to the player in a controlled situation, where there is no choice but to move forward.

As the player passes through the activator, the block will move, clearing the way.



Showing new perspective

In this puzzle, I present the same situation as before: a block is obstructing the way, and there is an activator.

The player must focus on finding a way to navigate through the duct, emphasizing the act of moving through the duct rather than simply triggering the activator.

Through this puzzle, the player learns that the direction in which they trigger the activator doesn't matter; the block will always switch positions.

The vertical, narrow duct is positioned so that the player can almost reach it with a jump, reinforcing the game's metrics and emphasizing that some ducts cannot be traversed in both directions.



Challenging the player's perspective

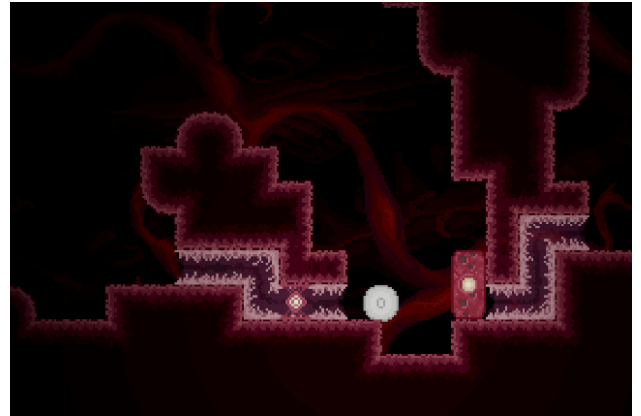
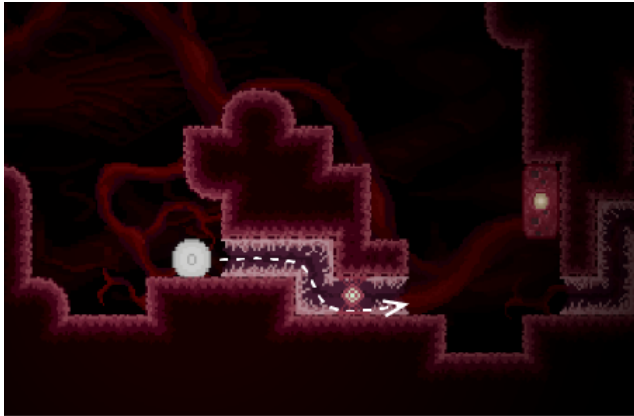
This situation challenges the player's understanding of the mechanic, forcing them to think outside the box.

When the player enters this area, there is no way to go back. This ensures they won't attempt to retrace their steps, thinking the puzzle is unsolvable at that moment.

Contrary to previous situations, when the player goes through the duct, the block obstructs the way.

If they return the same way, the block will move again and clear the path, but they won't be able to go over the duct.

The player's first instinct might be to go back and forth through the duct to make the block move again, but they will end up back in the original situation, with the path open on the left side.



The solution involves going through the duct, then jumping over the platforms to position themselves on the left side, where the path is blocked. This ensures that when they go through the duct again, the block clears the exit.

The goal of the puzzle is to provide the player with the satisfaction of finding a workaround by thinking “outside the duct”—discovering a solution that requires a new perspective.

