# Defining the Problem and Its Solution

## Initial Ideas

In starting this project I knew fairly early on the genre (or type) of game that I wanted to create: a puzzle game. This would satisfy the 'educational' criteria for the solution as a game requiring logic and specific thinking processes would be stimulating for all ages, including our target market, which is High School Students.

![via XKCD](/01\_Images/001\_LabyrinthPuzzle\_XKCD)

In the discussion amongst the class, we went through a variety of games that we could make. Many of these suggestions, however, did not appeal to me as they were merely remakes of existing games. Some of those mentioned were Minesweeper, a game bundled with Windows since 1989[[1]](#footnote-1).

1. <http://www.gamesetwatch.com/2007/02/column_beyond_tetris_minesweep.php> [↑](#footnote-ref-1)