

## Video Game Design Composition © 2014

### Chapter 7: Puzzle Composition—Glossary

**aha moment.** Point where a player has a realization of what to do or the solution to a problem.

**circular logic.** Solution keeps changing the statement, which, in turn, changes the solution.

**dissection puzzle.** Take a geometric shape that has been cut into a certain number of pieces and reassemble the shape.

**editor.** Computer program that allows the designer to prototype the gameplay.

**flow.** In video games, state of immersion in the task or activity being undertaken.

**functional rules.** Control how each part works.

**induction puzzle.** Requires deductive reasoning from a limited amount of information about the opponents with no information about the player.

**inspiration.** Suggests or influences an idea or motivates a particular thought.

**lateral thinking.** Describes the process of thinking along a line to find the solution.

**linguistic puzzle.** Uses words or sounds related to language.

**logic maze.** Simple maze with some additional rule to increase the difficulty.

**logic puzzle.** Player applies reasoning to determine the correct answer.

**logic-grid puzzle.** Player is given certain clues to the solution, which the player then organizes into a grid to determine the solution.

**mechanical puzzle.** Solved by physically linking, unlinking, or maneuvering pieces.

**metapuzzle.** Single, large puzzle made up of smaller puzzles.

**Nash equilibrium.** Occurs in a game when all players know the strategies of the others and no single player can gain when only his or her strategy is changed; named after American mathematician John Nash.

**parts.** Pieces of a puzzle that are manipulated in the game.

**playability attribute.** Helps the player recognize each puzzle piece and maneuver it into place.

**puzzle.** Mental challenges whereby a player must find a solution to a problem.

**puzzle design specifications document.** Document that is a smaller version of the governing game design document (GGDD).

**recursion.** When a method calls itself as part of the solution.

**recursive puzzle.** Contains the solution as part of the puzzle; also called *self-reference puzzle*.

**riddle.** Linguistic puzzle solved with wit and skill.

**Rube Goldberg.** Synonym for overly complicated; Goldberg was an American cartoonist who became famous for his drawings of machines that were overly complex or over-engineered to perform very basic tasks.

**self-leveling.** Provides additional help for less-skilled players that can be ignored or turned off by more-skilled players.

**self-reference puzzle.** Contains the solution as part of the puzzle; also called *recursive puzzle*.

**shock wave.** Pulse of energy moving through a medium as the result of a shock, explosion, earthquake, and so on.

**situational puzzle.** Player must find the solution to a riddle by looking at the puzzle from a different and often obscure angle; also called *lateral-thinking puzzle*.

**transport puzzle.** Requires the player to move pieces within the confined space of the game board.

**word puzzle.** Constructed of written or spoken words.