

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.