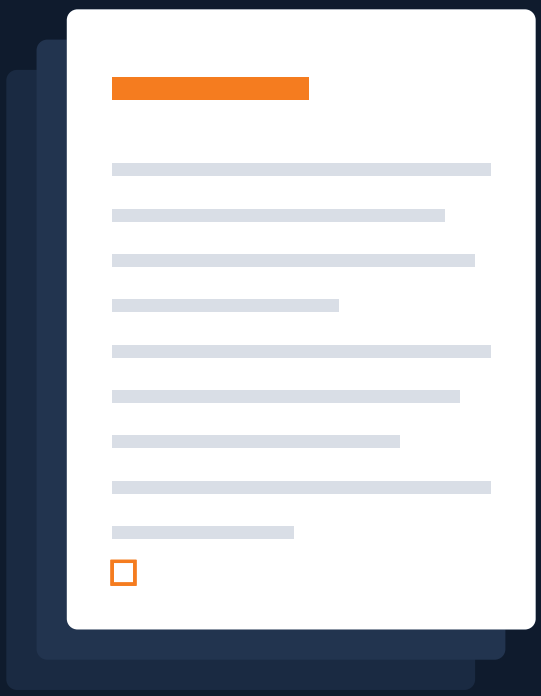
Documentation
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FREE TEMPLATE

GAME DESIGN

Puzzle Game Design Document

A puzzle GDD covering rules, solutions, hints and difficulty progression.

WHAT IT COVERS

Puzzle rules, solutions, hints, difficulty progression

BEST FOR

Logic, physics and narrative puzzle games

About this template

Good puzzle games teach their rules without words and ramp difficulty carefully. This template documents the rule set, each puzzle with its intended solution, the hint system and the difficulty curve.

Detail	
What it covers	Puzzle rules, solutions, hints, difficulty progression
Best for	Logic, physics and narrative puzzle games

How to use it

- Replace every *[grey bracketed placeholder]* with your own details.
- Delete the orange **Guidance** boxes and green **Example** boxes before you publish or circulate it.
- Add or remove table rows as needed; keep the section order so readers can find things quickly.

Document Control

Game title		**Studio / team**	
Document version		**Lead designer**	
Status		**Last updated**	

Version	Date	Author	Summary of changes
[1.0]	*[DD/MM/YYYY]*	*[Name]*	*[Initial release]*

01 Overview

High concept	
Puzzle type	
Core rule in one sentence	
Target player	

02 Rules & Elements

GUIDANCE *List every element the player can interact with and exactly how it behaves.*

Element	Behaviour / rule	Interacts with	Introduced in

03 Puzzle Catalogue

GUIDANCE *Record the intended solution for every puzzle, plus any alternative solutions.*

#	Name	Concept taught	Intended solution	Difficulty (1-5)
1				

04 Difficulty Progression



05 Hint System

Hint level	Trigger	What it reveals
1	*[Time stuck / request]*	*[Nudge]*
2		*[Partial solution]*
3		*[Full solution]*

06 Feedback & Juice

Correct move feedback	
Wrong move feedback	
Solve celebration	
Undo / reset	

07 Playtest Log

Puzzle	Avg solve time	% solved	Hints used	Notes

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SOPs & process docs

Standard, checklist, visual and compliance SOPs, process maps, operations manuals.

Technical & API docs

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