

Problem Statement for Pic-Puzzle

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Games are playing a more and more important role in people's lives. People like to play games for many reasons. Some reasons are that they are bored, to improve their mental ability, to relax, or even to prevent Alzheimer's. Puzzle games in particular are well suited for these purposes but there are a few flaws with many puzzle games.

Some puzzle games are really exciting to play, but you can't relax while playing them. On the other hand, some are relaxing, but they can be boring. What is needed is a puzzle game that is both fun and relaxing.

Another problem with some puzzle games is that they are not suitable for all ages. The reason is that some puzzle games are too complex for children and too easy for adults. It is hard to find a puzzle game that the difficulty can be fine tuned to what each person wants.

A problem specifically with traditional puzzle games is that they require additional equipment like paper, a pencil, and an eraser. This makes it time consuming to set up and requires additional effort. It would be ideal to have a game that does not require setting up and can be started or stopped instantly.

An example of a puzzle game that is simple to understand while still being fun is called a Nonogram. A Nonogram is a puzzle game where you have to solve a picture puzzle. The difficulty can easily be controlled by the size of the puzzle, this makes it suitable for all age groups. It can be played on paper but that can be a hassle to always have a pencil and eraser on hand. A computer version would solve this issue and also allows for a greater variety of puzzles without wasting paper.