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PROBLEM STATEMENT 1 OF 4

01 Reimagine CAPTCHA

Prove you're human. Make it fun.

THE PROBLEM

CAPTCHAs are the most-hated puzzle on the internet: blurry crosswalks, squiggly letters, endless "select all the bicycles". They interrupt people, often shut out users with disabilities, and modern bots now pass many of them faster than humans do.

The idea behind them is still fascinating, though: **a tiny test that only a human can enjoy or solve.**

YOUR MISSION

Design and build a **playable, CAPTCHA-style challenge** that a human can clear in under 30 seconds, actually enjoys, and that plays with the question of what makes us human (and what a bot would get wrong).

Don't build real security. This is a game about the idea of a CAPTCHA.

MUST-HAVES

- ☐ Runs in the browser
- ☐ At least 3 different challenge types, or a random generator
- ☐ Clear pass / fail feedback
- ☐ Each challenge takes under 30 s
- ☐ Restart without reloading

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PROBLEM STATEMENT 2 OF 4

02 Puzzle Passwords

Your password must contain a riddle.

THE PROBLEM

Password rules are already a puzzle nobody asked for: one uppercase letter, one symbol, at least 12 characters, not one of your last five, change it every 90 days. People cope by writing them on sticky notes.

What if that frustration **was** the game: creating, guessing or cracking a password as a puzzle you want to solve?

YOUR MISSION

Build a game where **a password is the puzzle**. Players might satisfy a growing list of strange rules, deduce a secret password from clues, or outsmart a vault. The rules, the clues and the twist are yours to invent.

Be original: don't clone a famous password game. Invent your own rule set and twist.

MUST-HAVES

- ☐ Runs in the browser
- ☐ At least 8 rules, clues or levels
- ☐ Live feedback on which rules pass and fail
- ☐ A clear win state
- ☐ A visible "don't use a real password" note

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PROBLEM STATEMENT 3 OF 4

03 Puzzle with a Twist

Take a puzzle everyone knows. Break one rule.

THE PROBLEM

Sudoku, jigsaws, sliding tiles, mazes, crosswords, match-3, Minesweeper. Everyone already knows how they work, so they've stopped surprising anyone.

That familiarity is a superpower: because players know the rules, **changing just one of them** lands instantly and makes them think in a completely new way.

YOUR MISSION

Pick a **classic puzzle** and build a version with **one twist** that changes how it's solved. The twist should be easy to explain in a sentence and hard to master.

MUST-HAVES

- ☐ Runs in the browser
- ☐ Base puzzle + twist explained in one line on the start screen
- ☐ At least 3 levels, or a level generator
- ☐ Every level is solvable (test it!)
- ☐ Win state and restart

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PROBLEM STATEMENT 4 OF 4

04 Open Innovation Puzzles

Any puzzle. Your rules.

THE PROBLEM

Some of the best puzzle games ever made didn't fit any category until someone invented one. If your team has an idea that doesn't fit the first three statements, this is your space.

The bar is simple and high: **an original puzzle that's fun in its first 30 seconds.**

YOUR MISSION

Build an **original puzzle game** around a mechanic of your own. Explain it in one sentence, teach it in one level and make players want "one more try".

MUST-HAVES

- ☐ Runs in the browser
- ☐ An original core mechanic, not a straight clone
- ☐ The goal shown in one line on screen
- ☐ At least 3 levels or rounds
- ☐ Win state and restart