## Selecting a Chosen Design

1. Design Brief

The designed sport is a unique hybrid of basketball and football, aiming to combine the best elements of both sports to create an exciting and engaging new game. It uses a playing field with a basketball hoop and a soccer goal at each end, a designated handball zone, and the use of two balls simultaneously. The game's objective is for teams to score 15 points, with a requirement of at least three basketball goals and football goals. Points are awarded based on scoring in the hoop or goal, and there are bonus points for consecutive shots.

2. Considerations for Selection

Game Complexity

- The combination of basketball and football elements offers a rich and complex gameplay experience. The use of two balls adds an extra layer of strategy, as players need to manage ball possession, passing, and shooting while being aware of both ball’s movements. However, it also increases the risk of confusion and safety hazards. After careful consideration, this complexity is seen as an asset as it can keep players engaged and challenged.

Scoring System

- The scoring system, which includes different point values for basketball hoops and soccer goals and bonus points for continuous scores, encourages diverse playing styles. It promotes both long range shooting in basketball and strategic goal scoring in soccer. The requirement of a certain number of basketball goals ensures that players can't rely solely on soccer style scoring, or basketball scoring adding balance to the game. There is also a different amount of score you can obtain when you score in a basketball hoop or football goal. The basketball hoop gives you at least 1 point, with one additional point added when you make a continuous goal. The football goal gives you at least 1 point however there would be no additional mark for a consecutive goal.

Safety Considerations

- Although the use of two balls increases the risk of collisions and potential injuries, safety can be managed through rule enforcement and player education. For example, rules can be implemented to limit the force of kicks when players are in close proximity. Additionally, players can be required to wear appropriate protective gear. The potential for injury is an inevitable part of sports, and with proper precautions, it can be minimized without sacrificing the game's excitement.

Skill Development

- The game requires players to develop a diverse set of skills, including basketball shooting, dribbling, and passing, as well as soccer style ball control, kicking, and goal scoring. This promotes overall athletic development and serves to a wide range of players with different skill or preferences.

3. Decision Making Process

Initially, there were concerns about the complexity and safety issues associated with two balls. However, after weighing the pros and cons, the potential for a more engaging and strategic game was seen to be more important. The addition of two balls creates more engaging game experience, more scoring opportunities, and a greater variety of strategies. Although it may require more attention to safety and possibly one more referee, these challenges can be resolved through clear rules.

Although it was first said that the team with 5 points first will win, it became 15 points because of the bonus points added and the number of basketball goals you need to get. And if each basketball shot already gives you 1-2 points, 3 of them will already exceed the number.

The power-ups and “saving” idea was cancelled because it may add unnecessary complexity and make the game too hectic. And there wasn’t a need for these redundant rules.

In conclusion, the chosen design was selected because it offers a unique and challenging game experience, promotes the development of multiple sports skills, and has a scoring system that encourages balanced play. With proper testing and refinement, it has the potential to be a popular and successful new sport.

4. Next Steps

The next step is to conduct initial play testing of the game. This will involve gathering a group of players with different levels of basketball and football experience. During the playtest, data such as scoring frequency, foul occurrences, and player feedback on the gameplay will be collected. The results of these tests will be analyzed to identify areas for improvement, such as rule adjustments, field layout changes, or equipment modifications. Based on the analysis, the game design will be refined to enhance its playability, fairness, and overall enjoyment.