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OBJECTIVE: The objective of this IDU is to design a game that combines basketball and soccer. It has to be available for everyone to play and fun. By designing the game according to the results of my questionnaire.

: My team and I (Joa, Rebecca and I) made a ‘final’ design for the game. Each person had a diiferent job to contribute to making the game: I had the rules, Joa had to make the explanation and Rebacca did the equipment and skills.

DESIGN CYCLE:

>Explain and justify the need- A game that combines basketball and soccer, fun and available for everyone to play.

>Identify and prioritize the research- Research the rules and skills of basketball and soccer.

>Analyze existing products- look at the rules and skills of basketball and soccer.

>Develop a design brief- A game that combines basketball and soccer, fun and available for everyone to play.

>Develop a design specification- The Venn diagram.

>Develop design ideas- I developed 3 different ideas for my game.

>Present the chosen design- I merged the ideas to make the final one.

>Develop planning drawings/diagrams- In the final idea.

>Constuct a logical plan-

>Demonstrate technical skills-

>Follow the plan to make a solution-

>Justify changes made to the design-

>Design testing methods-

>Evaluate the success of the solution-

>Explain how the solution could be improved-

>Explain the impact of the solution-