NAME: Alynah

DATE: 24mar2025

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, Mihika and I) made a ‘final’ design for the game. Each person had a different job to contribute to making the game: I had the rules, Mihika had to make the explanation and Rebacca did the equipment and skills, Joa is the referee.

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- Rebacca, Joa, Mihika and I got into a group and chose 1 game design (Rebecca’s chosen game design).

>Demonstrate technical skills- We elaborated on the game, added more details, created a field and made an explanation.

>Follow the plan to make a solution-

>Justify changes made to the design- We made more changes to the game and added more details, like measurements, once Mihika came back

>Design testing methods-

>Evaluate the success of the solution-

>Explain how the solution could be improved-

>Explain the impact of the solution-