Portfolio: Joa

(Design)

Game choices criterias:

**Criteria A; Inquiring and analyzing,**

We need to make a game including basketball and football equipment, skills, and rules, but also one that is unique with our own ideas. It should help learn, healthy for exercise, have fun, and safe.The most hard part though is to make it equally hard or easy for both genders and age group differences.

Criteria B; Developing ideas,

**I made three different ideas of games to choose the best.**

**Idea 1**:Game 1 had been influence not only by basketball and football but also a game that a my school likes capture the flag and something like monopoly a prison which made it fun for both people that liked football and basketball but also people who just wanted to play and have fun but at the same time exercise.

**Idea 2**:Game 2 had mostly basketball and football but use inspiration from the monkey game where there is someone who needs to take the ball from the other team.

**Idea 3**: In game 3 people had to have a lot more communication with teammates and not just solo I made this change because when I asked a lot a people wanted smaller groups but never wanted to be alone which I think why it would be more fun the speak and laugh together and have fun it the game then to make it to serious.

**Criteria C; Creating the solution,**

We could make a quick decision by looking at the game option that fits the most the criteria or the one that fits more to the solution or answer to our question or request or homework.

Criteria D; Evaluating,

A lot of people found it confusing to play and one game was pretty long to play which made it quite boring.Even if it was fun we could still improve and make it a lot more fun, less confusing, shorter but still enough to make people want to continue.