

Title: Basketball and football game portfolio -Chris Cai

Headings based on the design cycle which includes:

- Developing ideas
 - Some of my ideas for the game was 1. to make it where when you kick the ball 2 times you must pass it with your hands. 2. Different lines on the field to determine how much points you receive like in basketball. 3. If your opponent gets to close to your personal space than you are granted a free kick like in basketball but instead you receive a free kick.
 - My chosen idea was the first one because it uses many rules of football and basketball and I also kept the field with the lines to determine the number of points you get.
 - Explain the process you went through.
 - *The main process that I had to go through were to focus on the football rules first than implement my own knowledge in order to make basketball and football into one.*
- Creating the solution
 - Me and my team figured a better way of playing the game and used just a regular football instead of a basketball but also implemented scoring with your hands.

The processes that me and my team went through were, for example, finding who's chosen design was best and who's could be best fit for a game with basketball and football in it
- Evaluating
 - Evaluate the success of the solution

The solution was very successful with very good combinations with basketball and football.
 - Explain how the game can be improved.

The game can be improved with some minor rules such as a certain number of refs.
 - Explain the process you went through.
 - *The process I went through was with my team and we determined which idea was best and which could be best fit for the game..*