

My Game Design Project

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– My Research – What I Had to Do

For this project, I had to make my **own game**.

The game had to include **football and basketball**. It needed to be:

Fun

Safe

Good for exercise

Fair for boys and girls

Fun for different ages

The **hardest part** was making the game fair and fun for everyone, not just people who are really good at sports. I wanted a game that lets people laugh, move, and play together.

[Joa-Chosen design 25 Mar 2025.pdf](#)

Page 3 – My Game Ideas

Game 1: Capture & Court

This game uses football and basketball ideas, but also a “jail” area like in capture the flag.

Players try to get the ball to the goal.

If you get tagged, you go to jail.

Teammates can rescue you.

Game 2: Monkey Ball

One person is in the middle.

The others pass the ball around using basketball or football passes.

The middle person tries to get the ball.

If they do, they switch places with the person who lost the ball.

Game 3: TeamTalk (My Choice)

Teams must pass the ball 3 times before they can score.

You can't run with the ball.

You must work together and talk to your teammates.

Everyone stays active and has a chance to play.

Page 4 – My Final Game Choice: TeamTalk

I chose TeamTalk because it was:

Easy to play

Fun for all ages

Not too hard

Everyone can join in

Players talk and pass, not just play alone

This game mixes basketball passing with football defending.

Players can't run with the ball, so they have to use teamwork to score.

You need to pass 3 times before you try to score.

Rules and Setup

TeamTalk Game Rules

Make two teams (3–4 players per team).

You must pass the ball 3 times before scoring.

You cannot run with the ball — you must pass!

Defenders try to steal the ball but no pushing or tackling.

Each round is 5 to 7 minutes.

You need cones to mark the zones and goals.

Use a soft ball (football or basketball).

Page 5 - Evaluating

My chosen game was not chosen in my team but from the teams chosen game I was still able to evaluate the game. 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.