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| **Design Brief** | | |
| Client Company: | Ms. Ziglejeva inc | |
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| Designers: | Nathan Ewell | |
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| Problem Statement: | Kids around the world don’t have the money to buy expensive toys and games, so creating games by scraps of card board and other materials is a way for kids to have games with spending money. | |
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| Design Statement: | Find a way to build an easy and cheap arcade game from scraps like cardboard and tape. | |
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| Constraints: | A time constraint until next Tuesday. Has to be built by scraps and no electronics can be used. | |
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