

|  |
| --- |
| **Design Brief**  |
| Client Company: | Ms. Ziglejeva inc |
|  |  |
| Designers: | Nathan Ewell |
|  |  |
| 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. |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Design Statement: | Find a way to build an easy and cheap arcade game from scraps like cardboard and tape.  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
| Constraints: | A time constraint until next Tuesday. Has to be built by scraps and no electronics can be used. |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |