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| **Design Brief** | | |
| Client Company: | SHHS | |
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| Designers: | Brandon Moses and Jaehwa | |
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| Problem Statement: | Now days kids are relying on electronics to have fun and | |
|  | entertain themselves and some families can’t afford the | |
|  | technology so they need to find cheaper ways to entertain | |
|  | their kids. | |
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| Design Statement: | Design , build and present an arcade game made of | |
|  | cardboard, ductape , ect. that is fun. | |
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| Constraints: | .Time | |
|  | .Resources | |
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