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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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