

DESIGN YOUR OWN AIRCADE GAME

What is the aim of the game?

Describe what players have to do:

How many players can play at once?

Do they play collaboratively (with each other) or competitively (against each other?)

How is air used?

List the materials you might need:

DESIGN YOUR OWN AIRCADE GAME

Draw your 1st prototype:

Draw your 2nd prototype:

Draw your 3rd prototype:

Did you test it? What can you change?

Did you get someone else to test it?
What can you change?

What's fun or challenging about your game?