

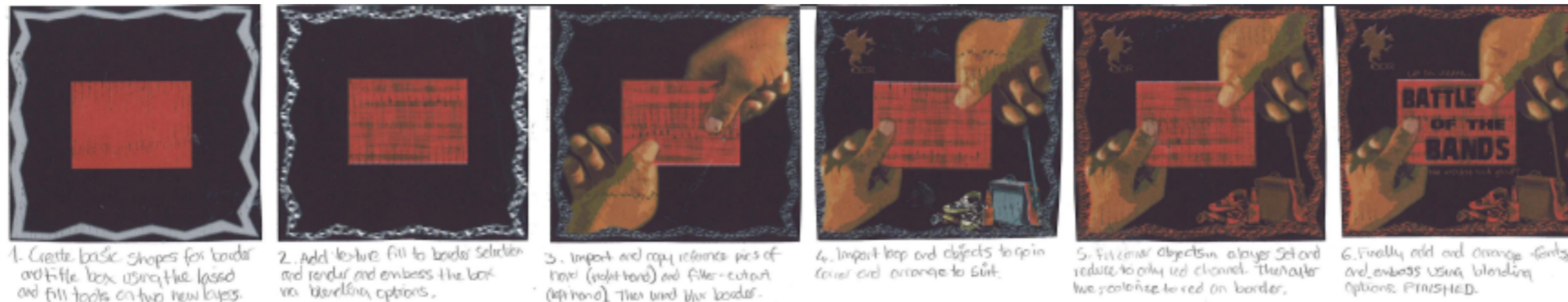
Development of busy ideas:

Development of busy ideas: Refine your busy ideas to 3 good ones, include annotations and evaluations. The moderator will need to see why you choose a particular idea to develop. You will need to explain this by evaluating your ideas against your specification. One method you can try is to draw your chosen idea onto a new sheet. Then draw it again and make just one change. Draw the second design again and make another change. It will then evolve into a sheet of full drawings. Development means to gradually improve a design. You may even want to run a mini questionnaire on the best design. On this sheet you should consider:

- o Draw your design much better with colour and more detail.
- o Drawn in 3D or isometric view if possible.
- o Ensure your ideas are all 'DIFFERENT' ensure they are not too similar.
- o What material and tools will you use and why?
- o Combine many good designs to make one?
- o Make mock ups to test out your ideas.
- o Continuously evaluate against your specification.
- o What manufacturing techniques will you use?
- o Will it sell?
- o Does it look attractive, is it colourful and eye catching?
- o Does it fulfill its function?
- o How much will it cost?
- o Does the style suit the user group?
- o Include all your range board game, board game box, pieces, cards, etc.

Remember the examiner will need to mark your rendering and drawing skills so don't do everything on a computer!

Example of development with one change at each stage:-



You will need to present your ideas in a way that someone else can follow and make.

