

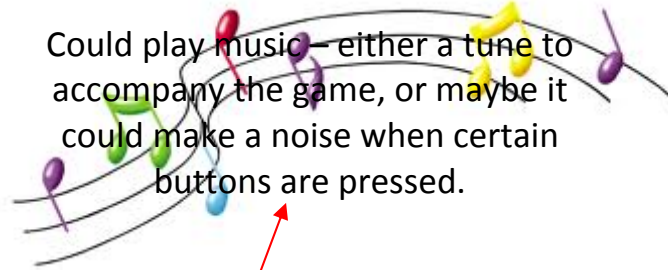
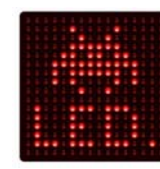
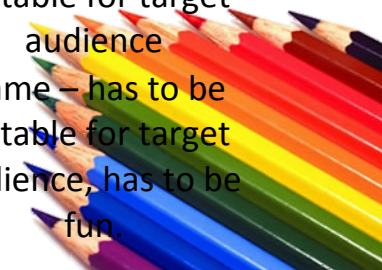
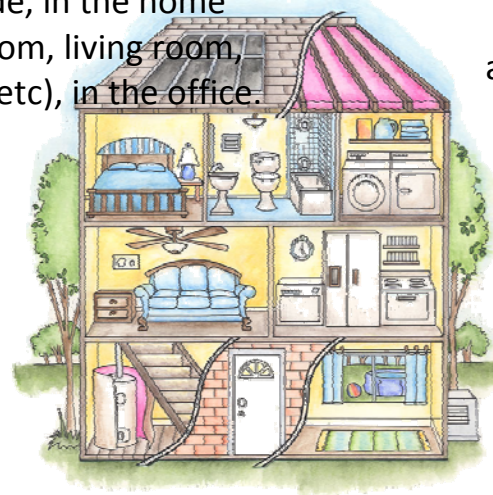
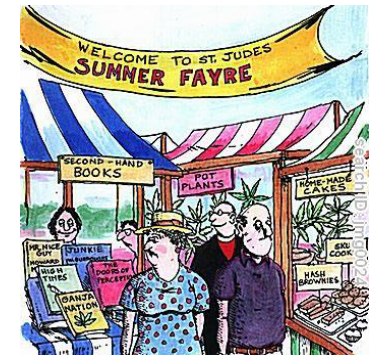
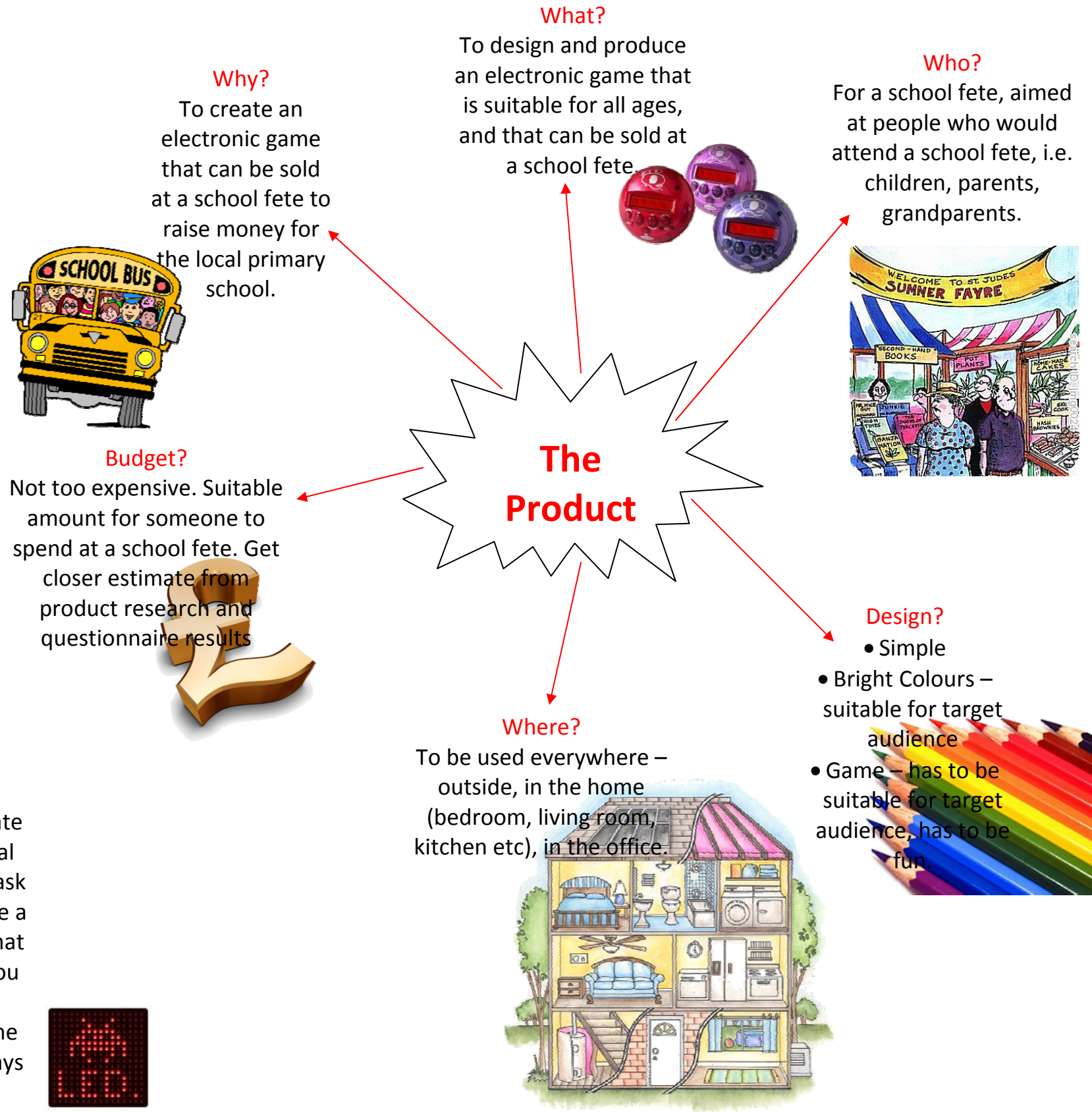
# Project Brief

## Design Task 4: Electronic Game

Raising funds for charity requires ingenuity; the UK has a long tradition of raising funds for good causes, whether it be for lifeboats, Children in Need or for a local scout hut.

A local primary school has asked you to design an electronic game that can be used at their Summer Fair to raise funds for the school.

The game could be based on chance, or involve skill, but must be fun to play and be suitable for all ages.



Could have multiple games in one – a button could be pressed and you can play a different game. A display could tell you when you have changed the game and what it is called.

Could play music – either a tune to accompany the game, or maybe it could make a noise when certain buttons are pressed.

Could incorporate the promotional display design task as well, and have a digital display that tells you that you have won or maybe keeps the score and displays it.

LEDs, maybe flashing, to make the game attractive to all ages.