

Basket Bunny A3 Development Document

Jack Wells



INITIAL IDEA

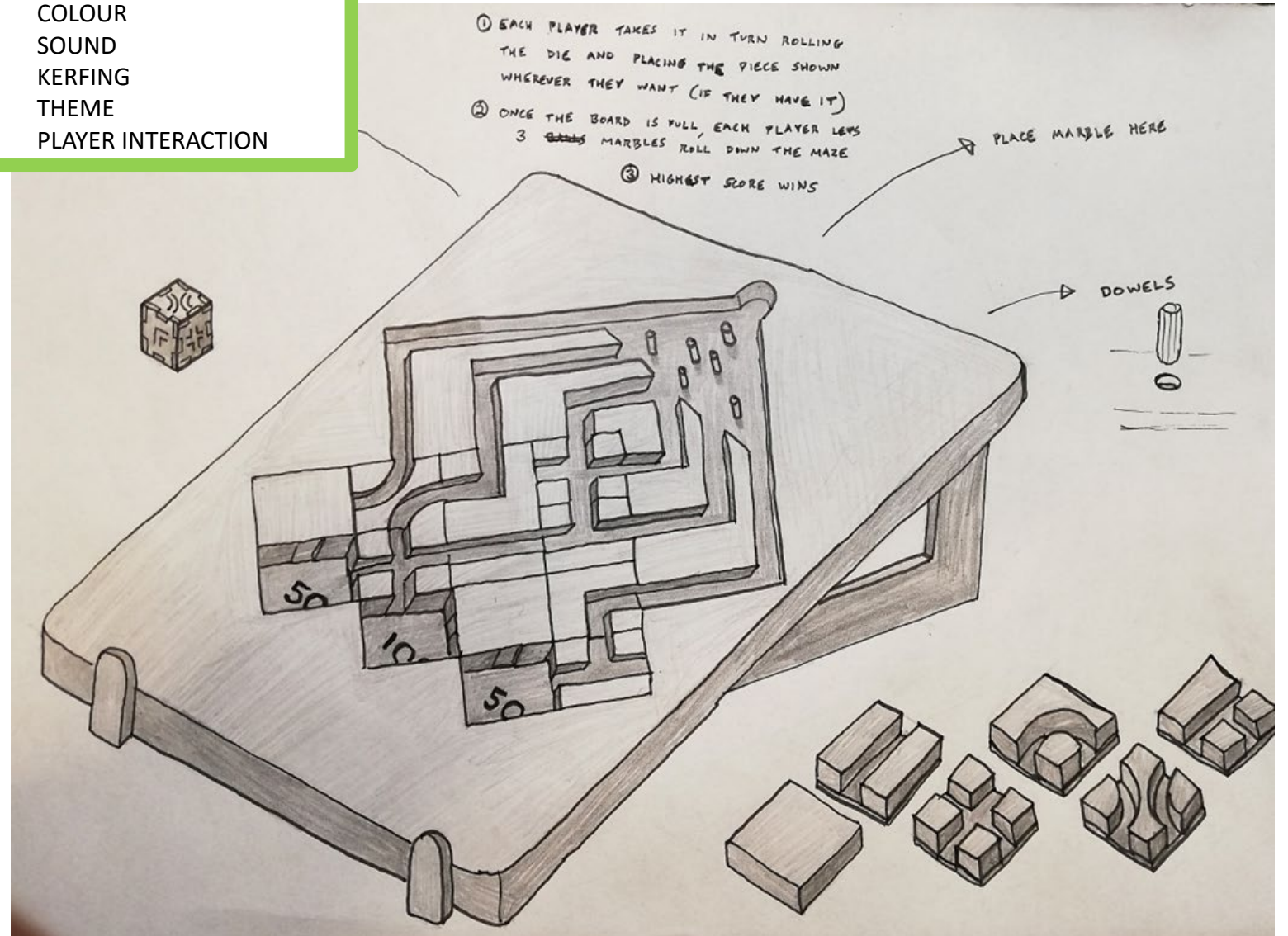
SUGGESTED IMPROVEMENTS:

- COLOUR
- SOUND
- KERFING
- THEME
- PLAYER INTERACTION

BOARD STAND
PROTOTYPE

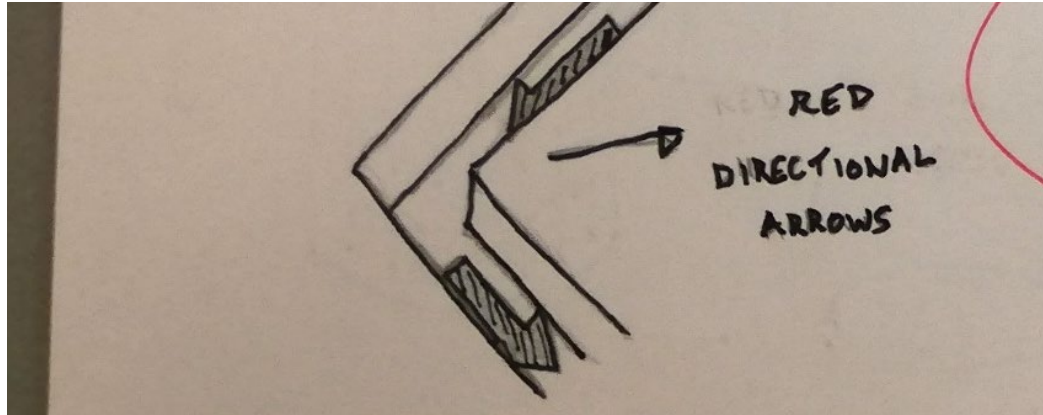


PUZZLE PIECES
PROTOTYPE

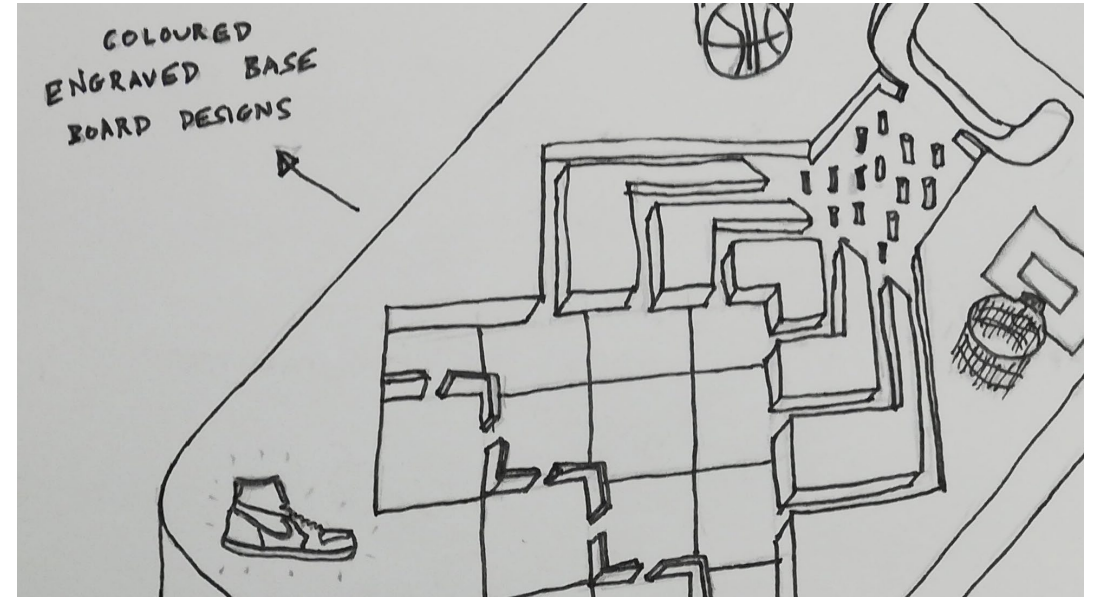


DETAILED CONCEPT SKETCH

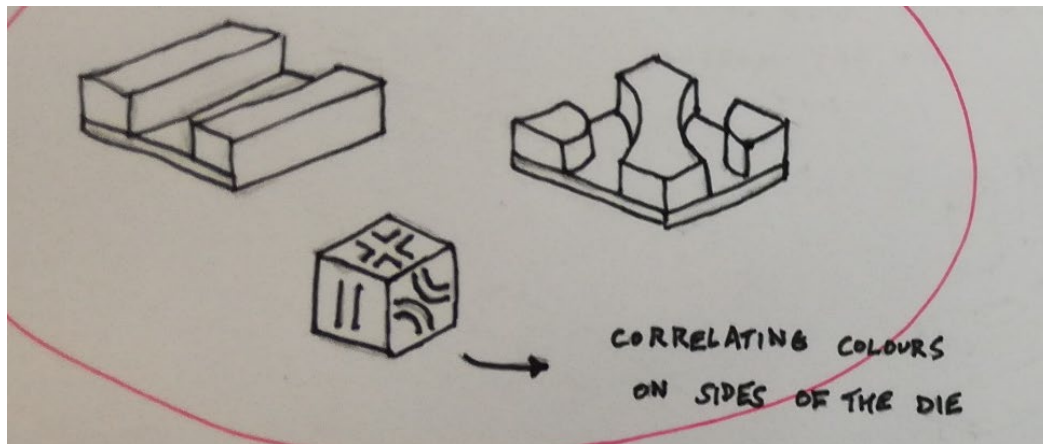
COLOUR



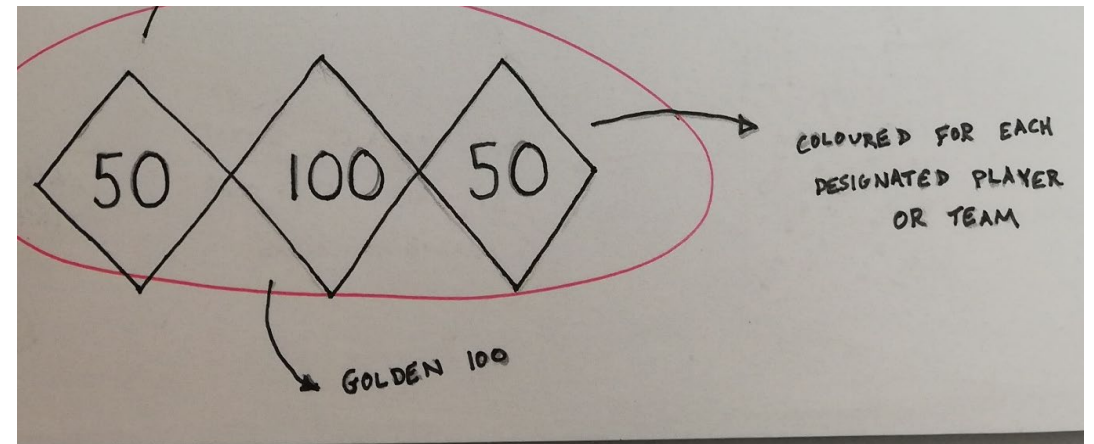
ENGRAVED ARROWS DESIGN



ENGRAVED BOARD DESIGNS



DIE PATTERNING

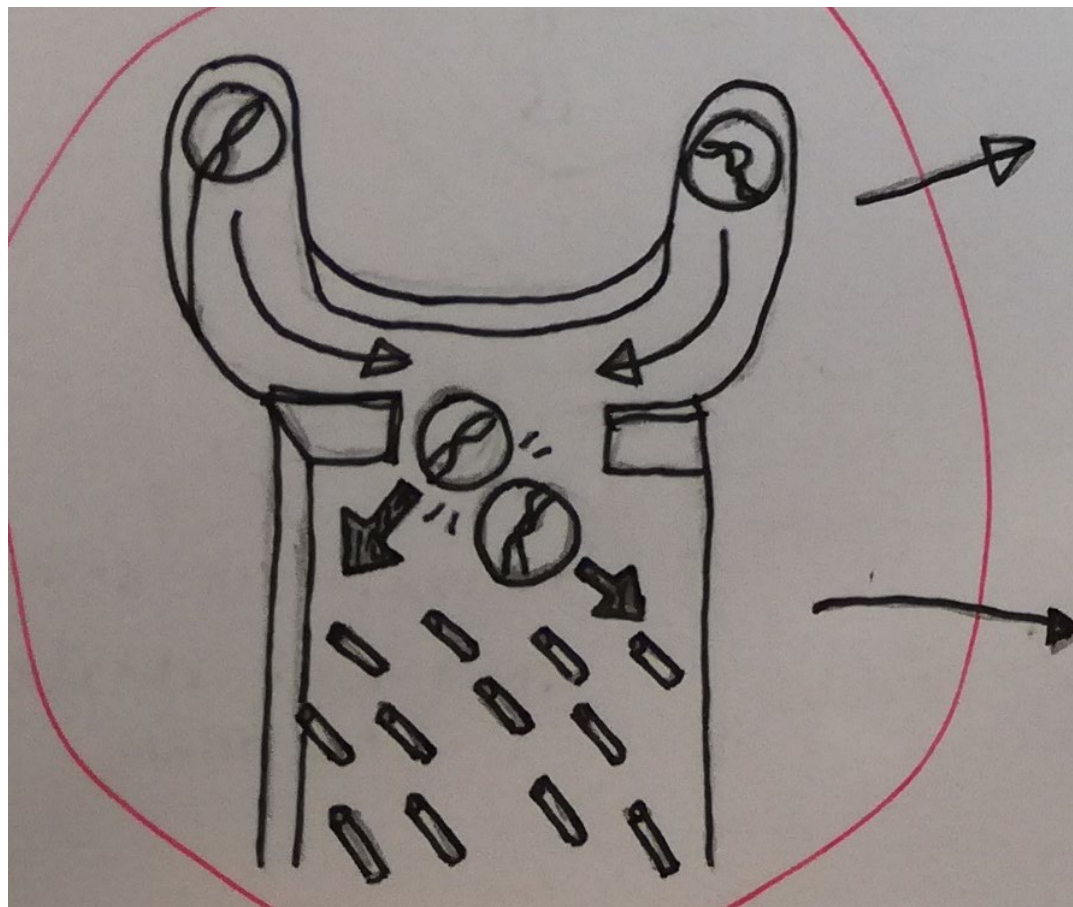


POINT SYSTEM

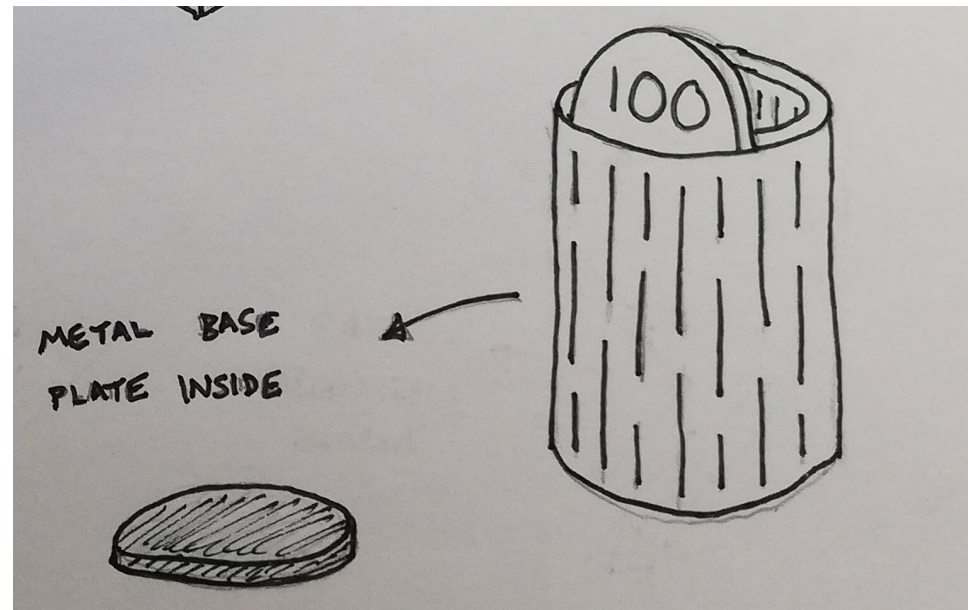
SOUND



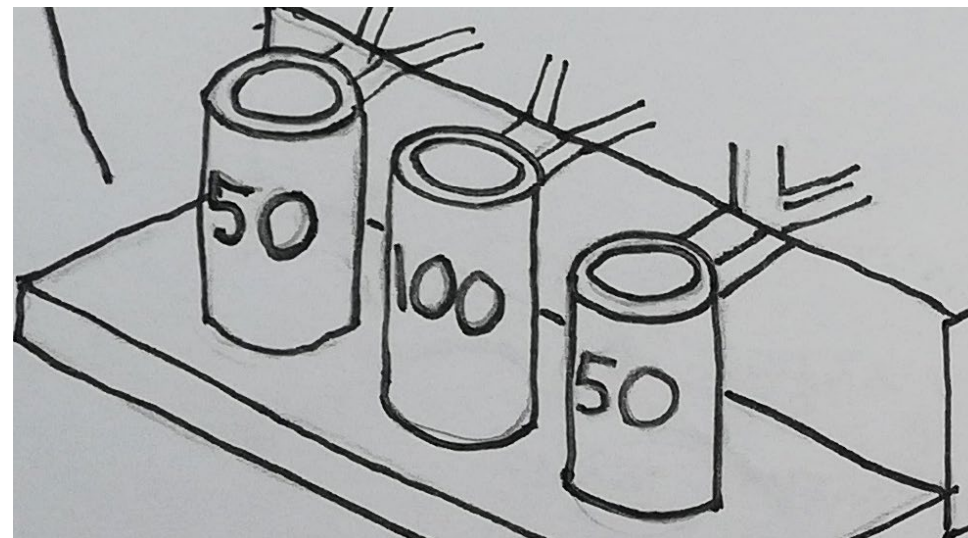
RATTLING SPEED BUMPS



MARBLE COLLISION AND METAL PINS

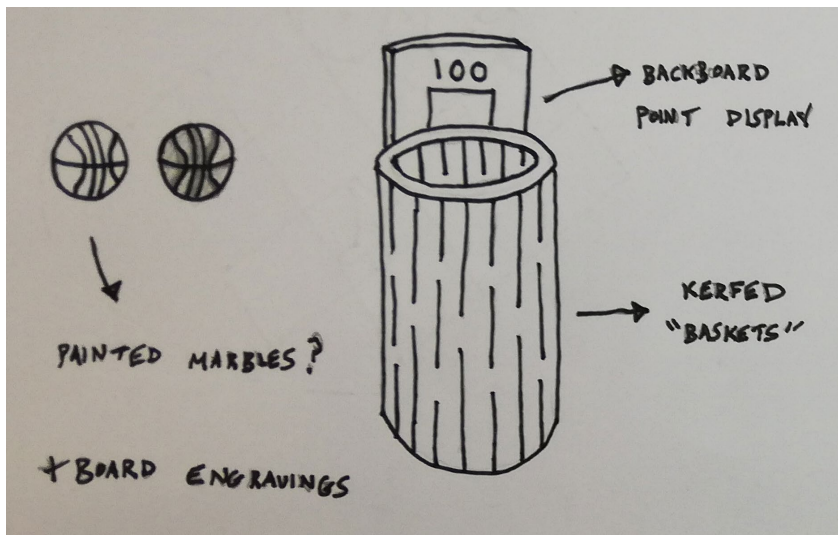


MARBLE COLLISION WITH METAL BASE

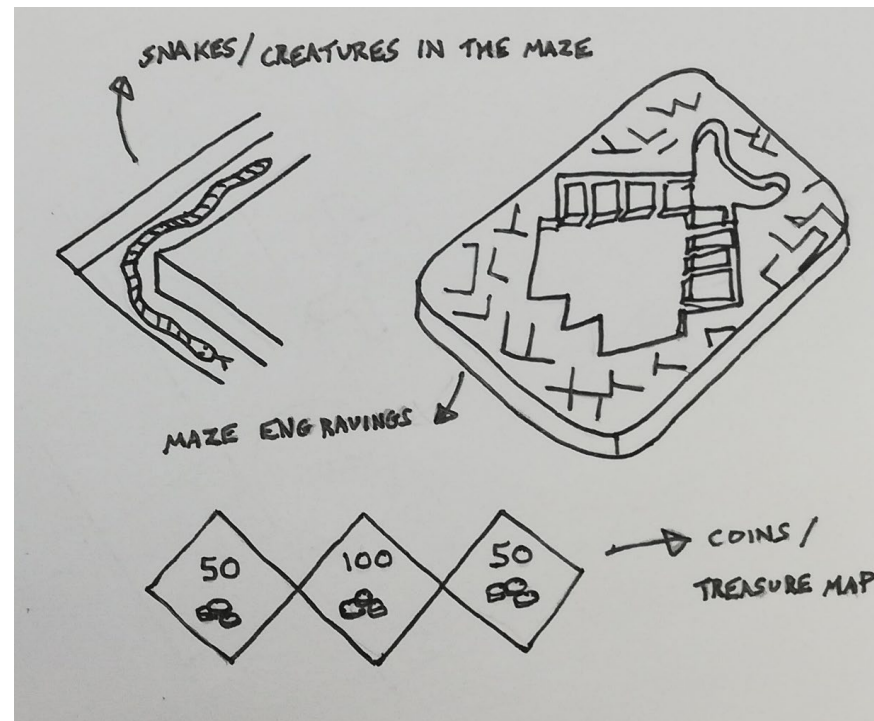


KERFED BASKETS

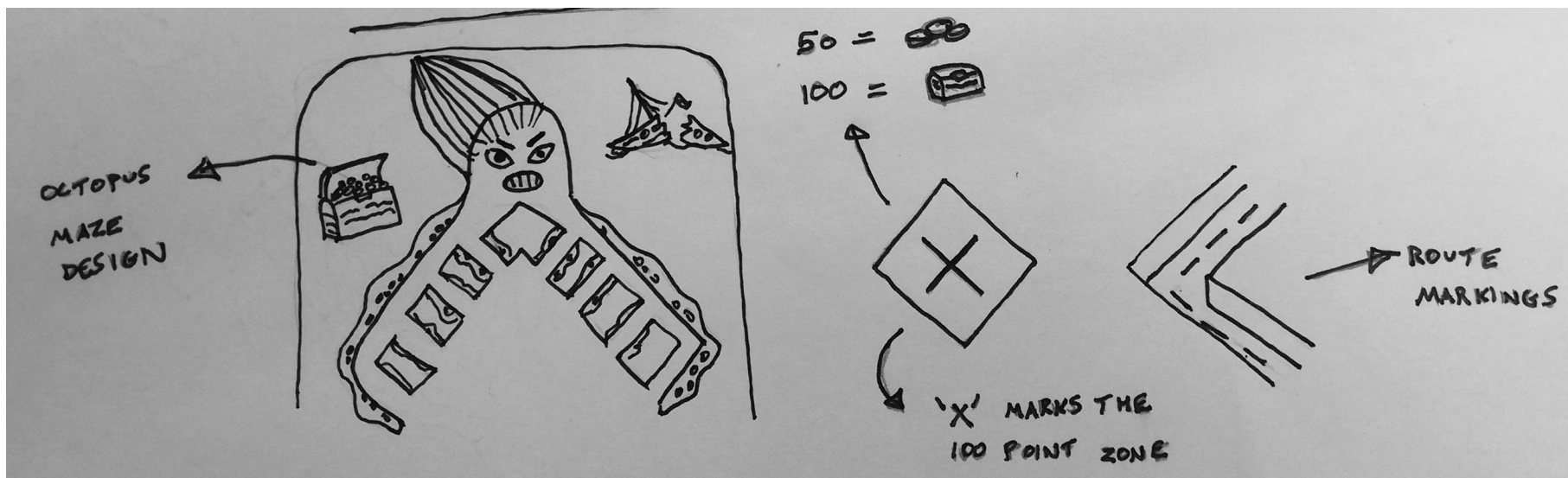
THEME



BASKETBALL

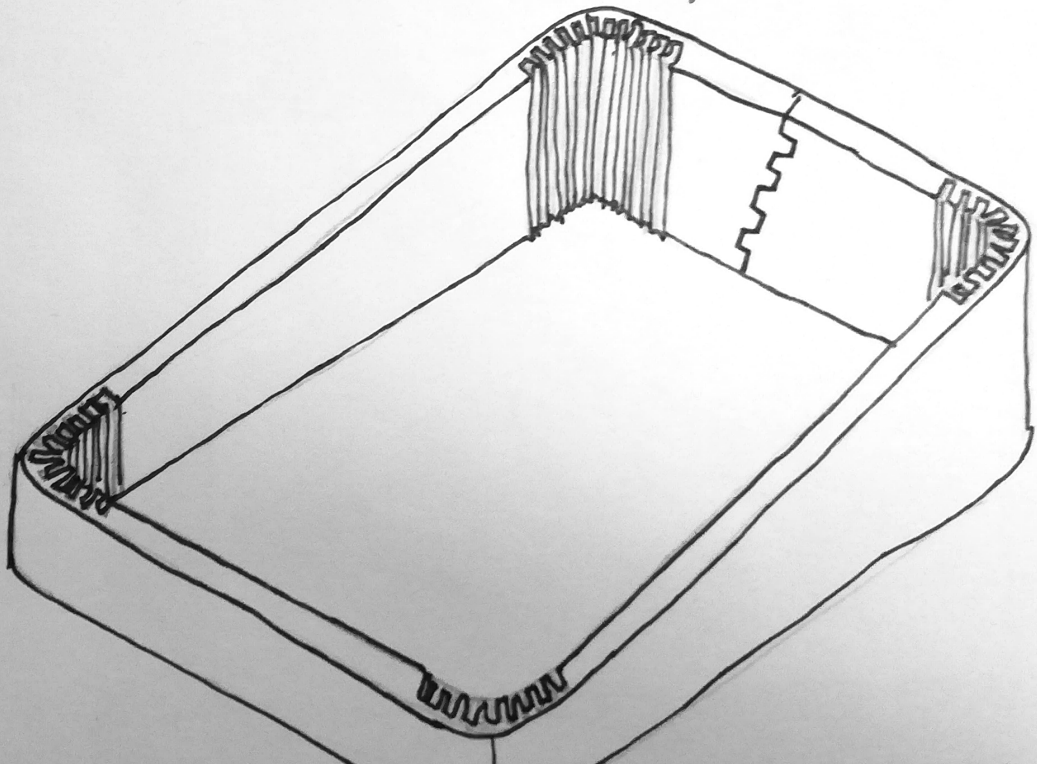
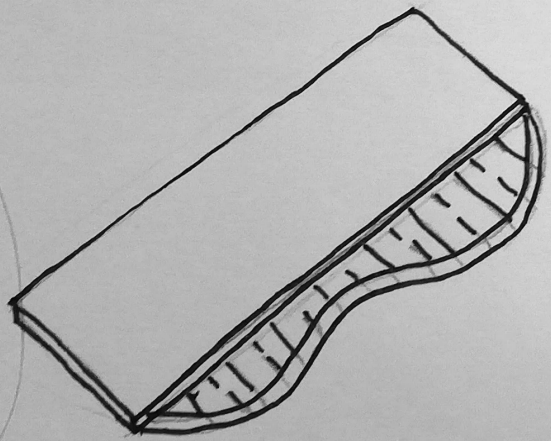
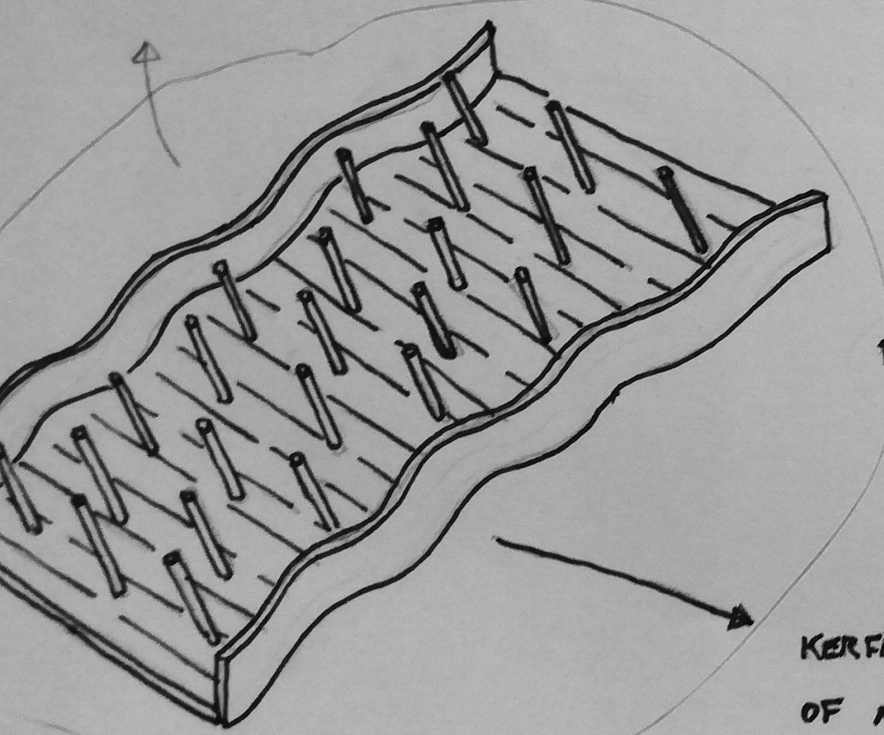
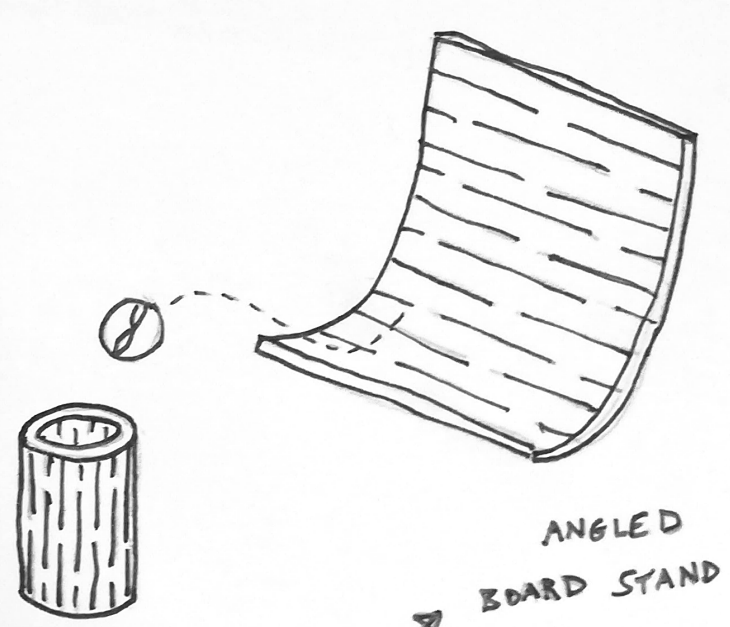
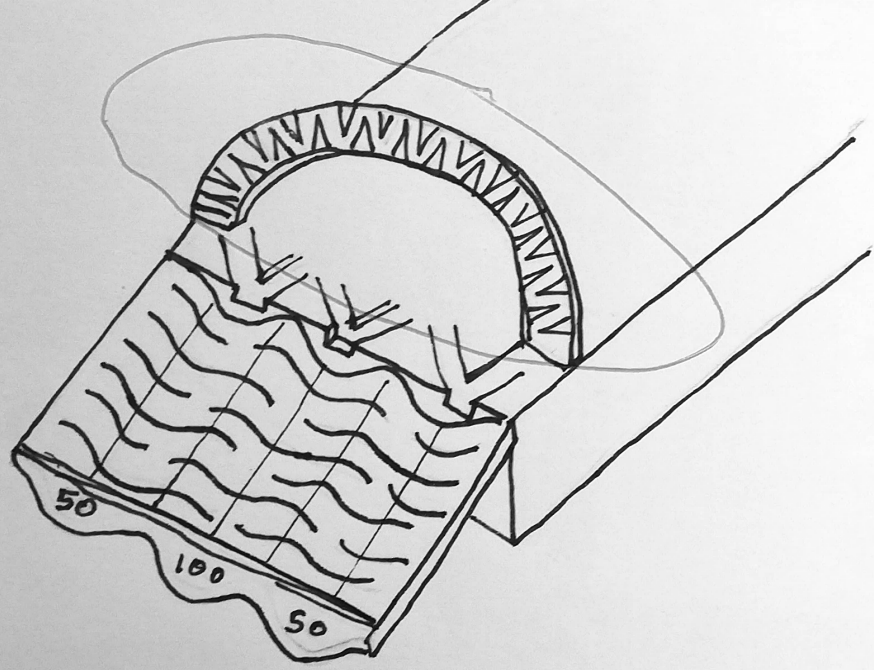
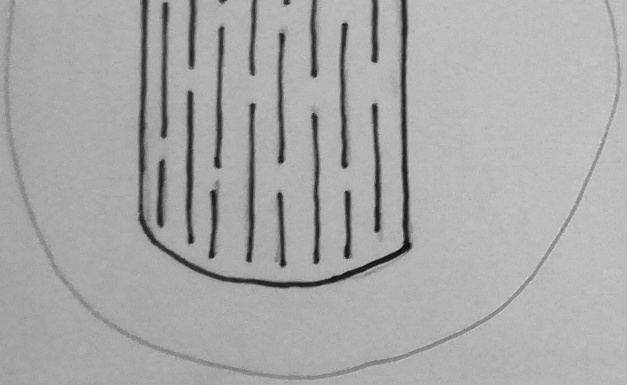


MAZE

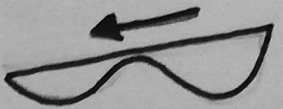


TREASURE MAP

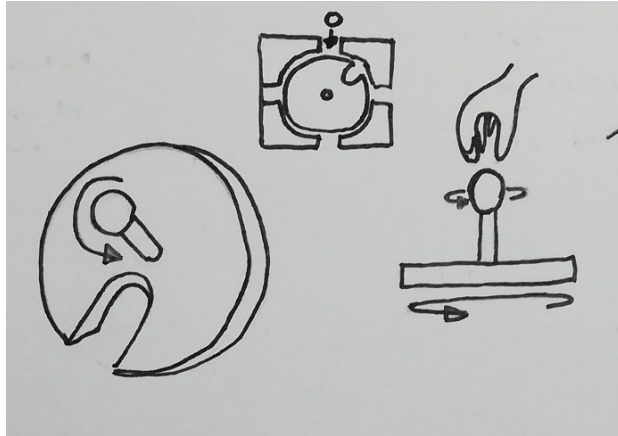
KERFING



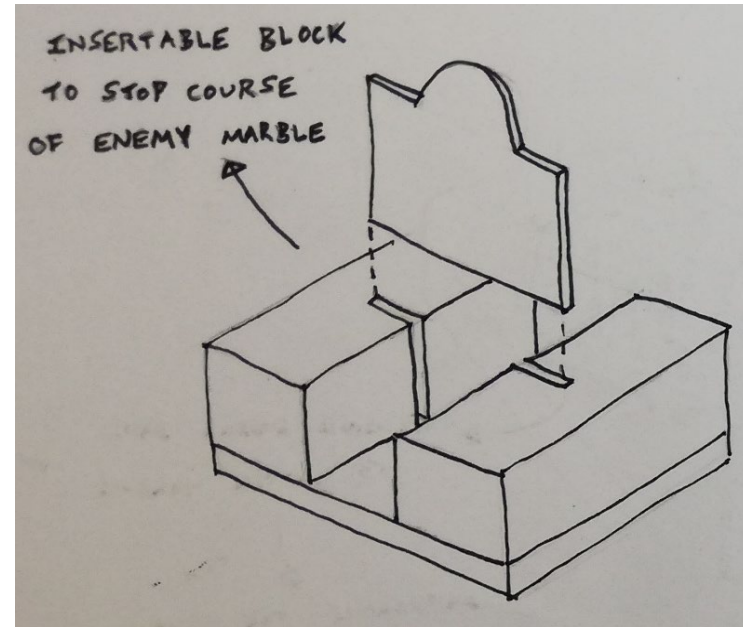
KERFED SHEET
OF METAL PINS



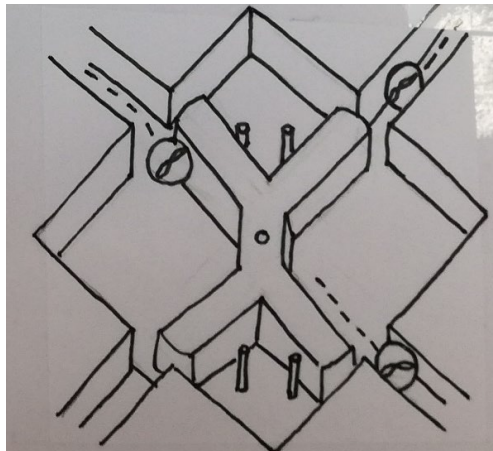
PLAYER INTERACTION



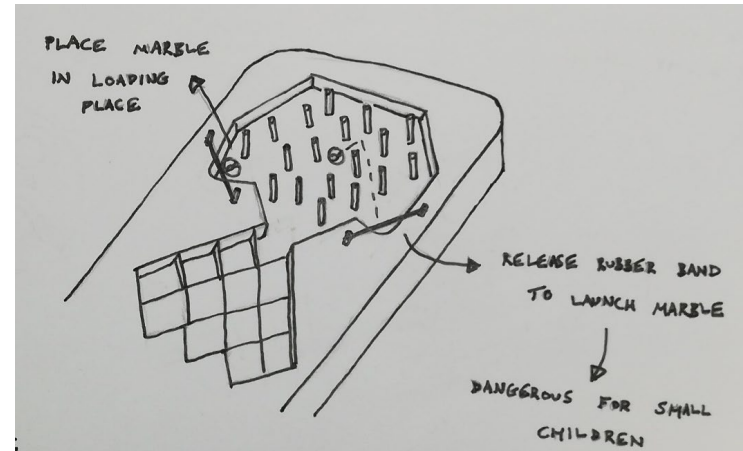
ROTATOR PIECE PROTOTYPE



BLOCKADES

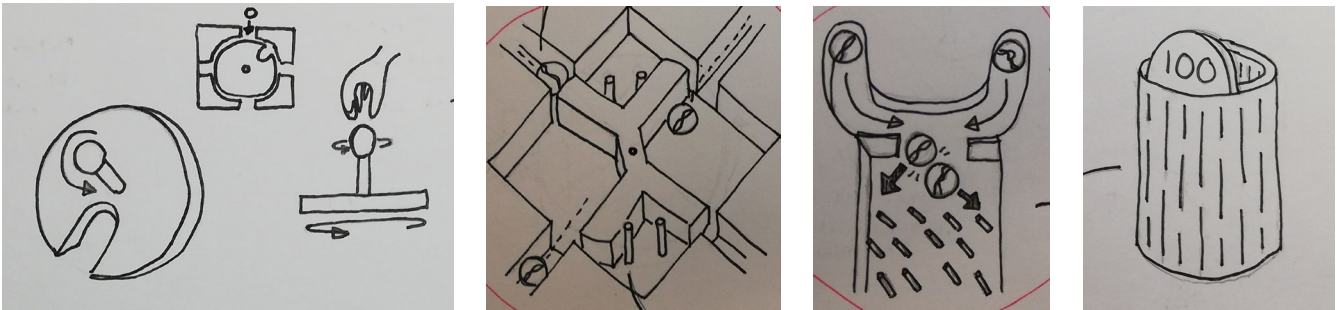


SEESAW PIECE PROTOTYPE



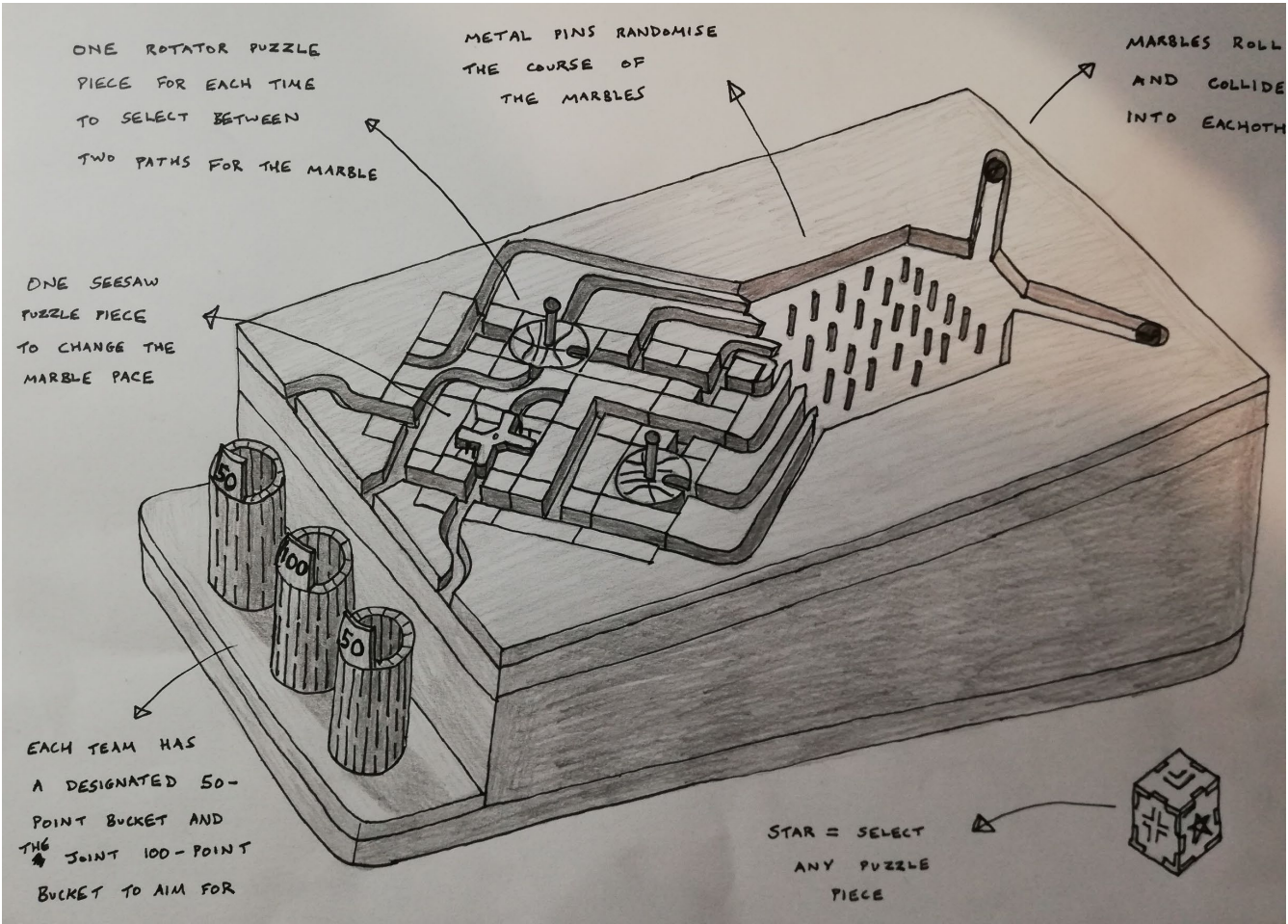
ELASTIC BAND DEFLECTORS

DEVELOPED IDEA

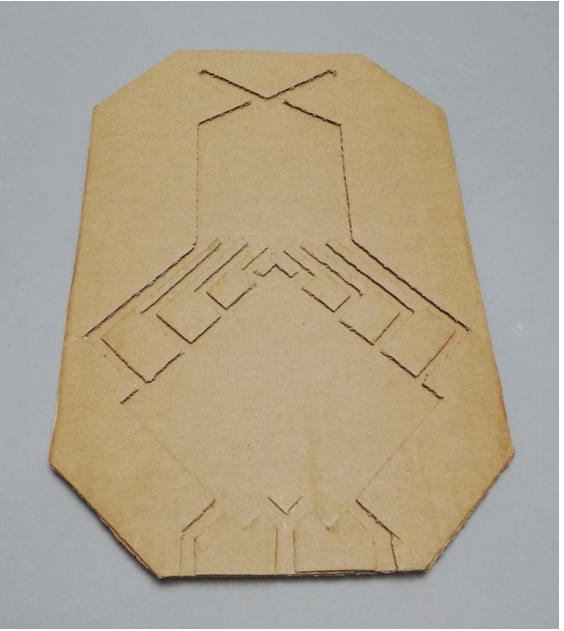


ADDED FEATURES

- SUGGESTED IMPROVEMENTS:**
- ADDITIONAL KERFING
 - MORE EFFECTIVE MATERIAL USE
 - INCREASE SIZE
 - GAME DURATION



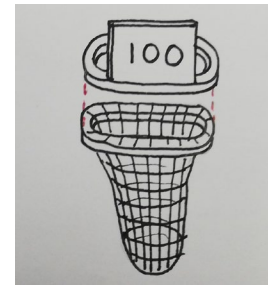
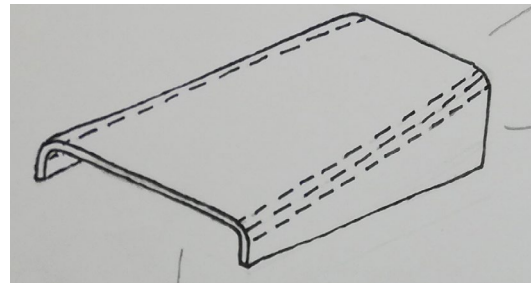
PUZZLE BOARD PROTOTYPE



CAD RENDER



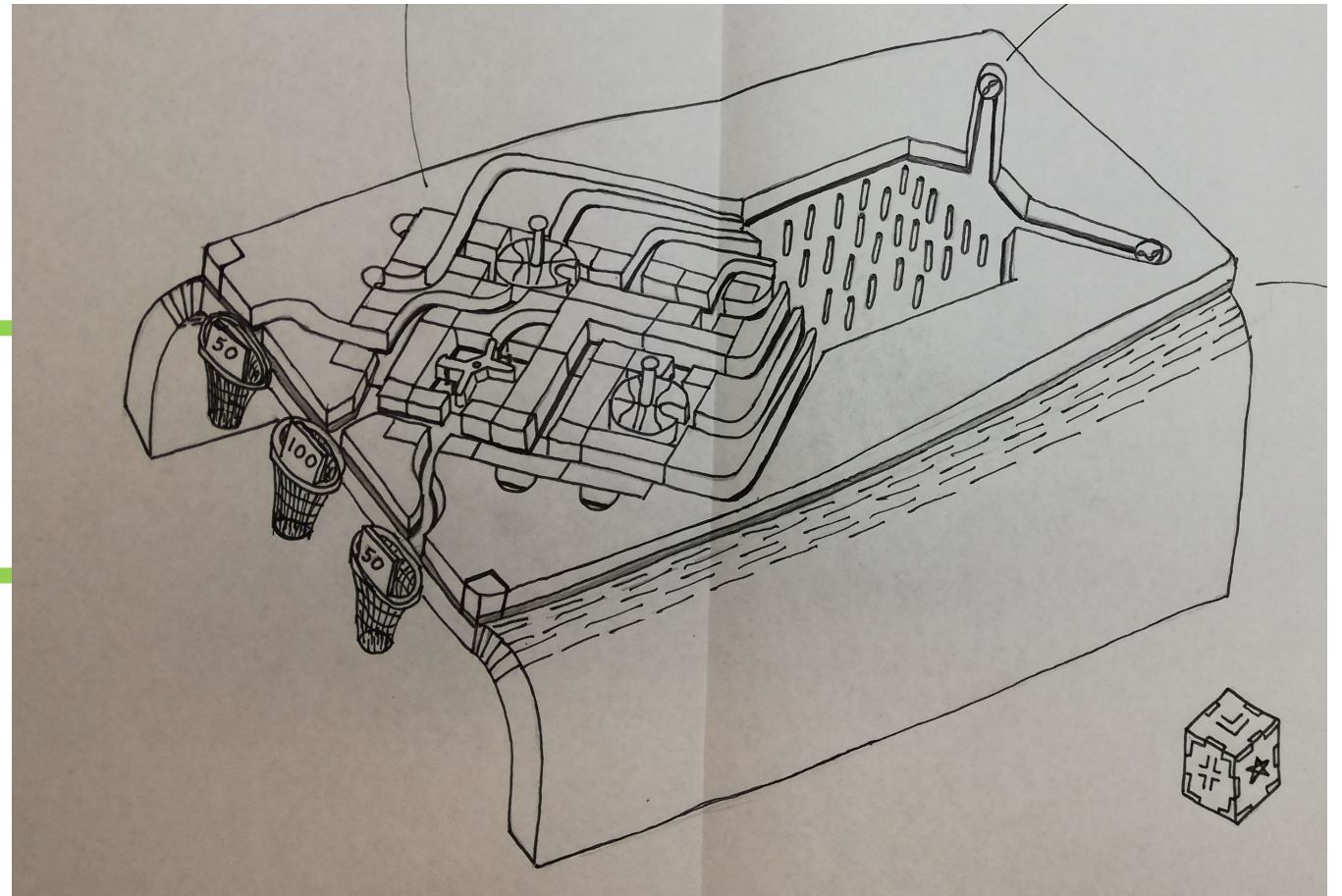
DEVELOPED IDEA



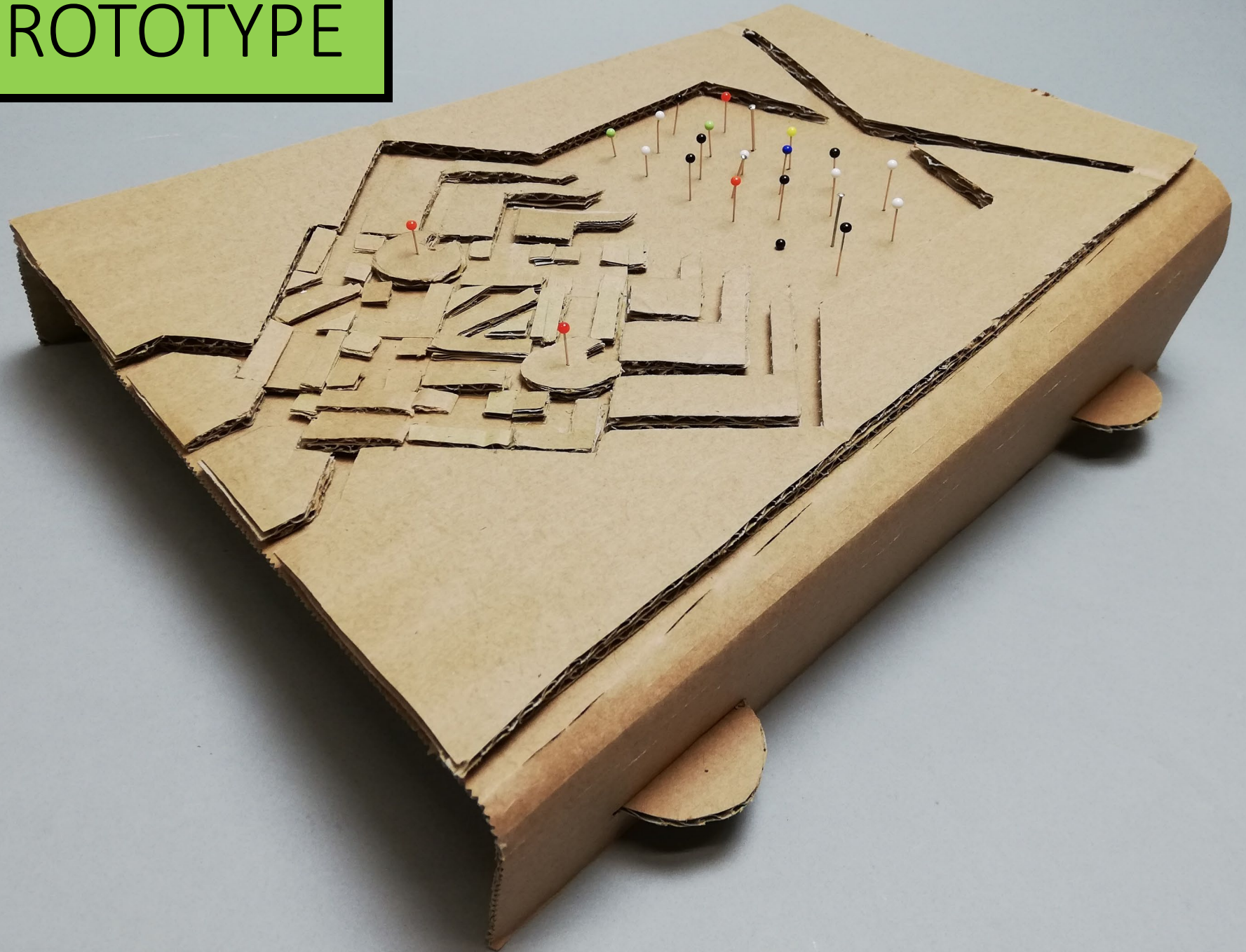
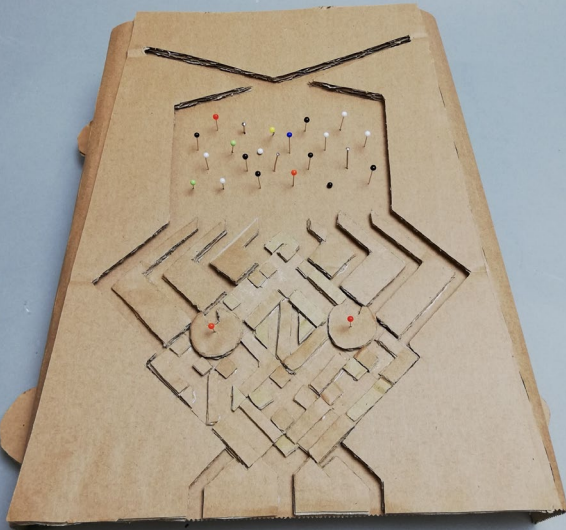
ADDED FEATURES

SUGGESTED IMPROVEMENTS:

- THEME
- GAME DURATION
- LESS LUCK-BASED



CARDBOARD PROTOTYPE



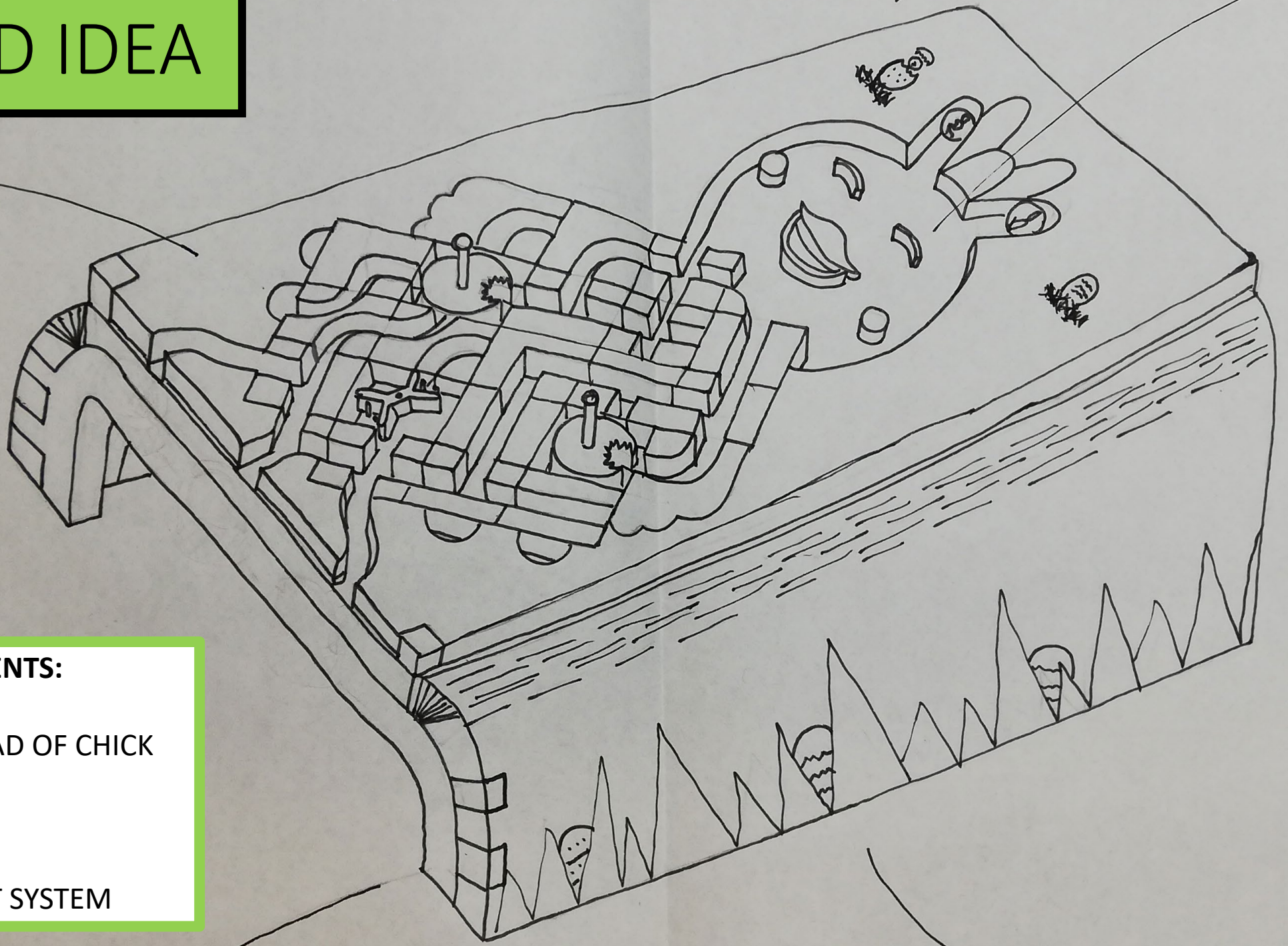
DEVELOPED CAD RENDER



DEVELOPED IDEA

SELECT "EGGS" THAT
TO REACH THE BASKETS

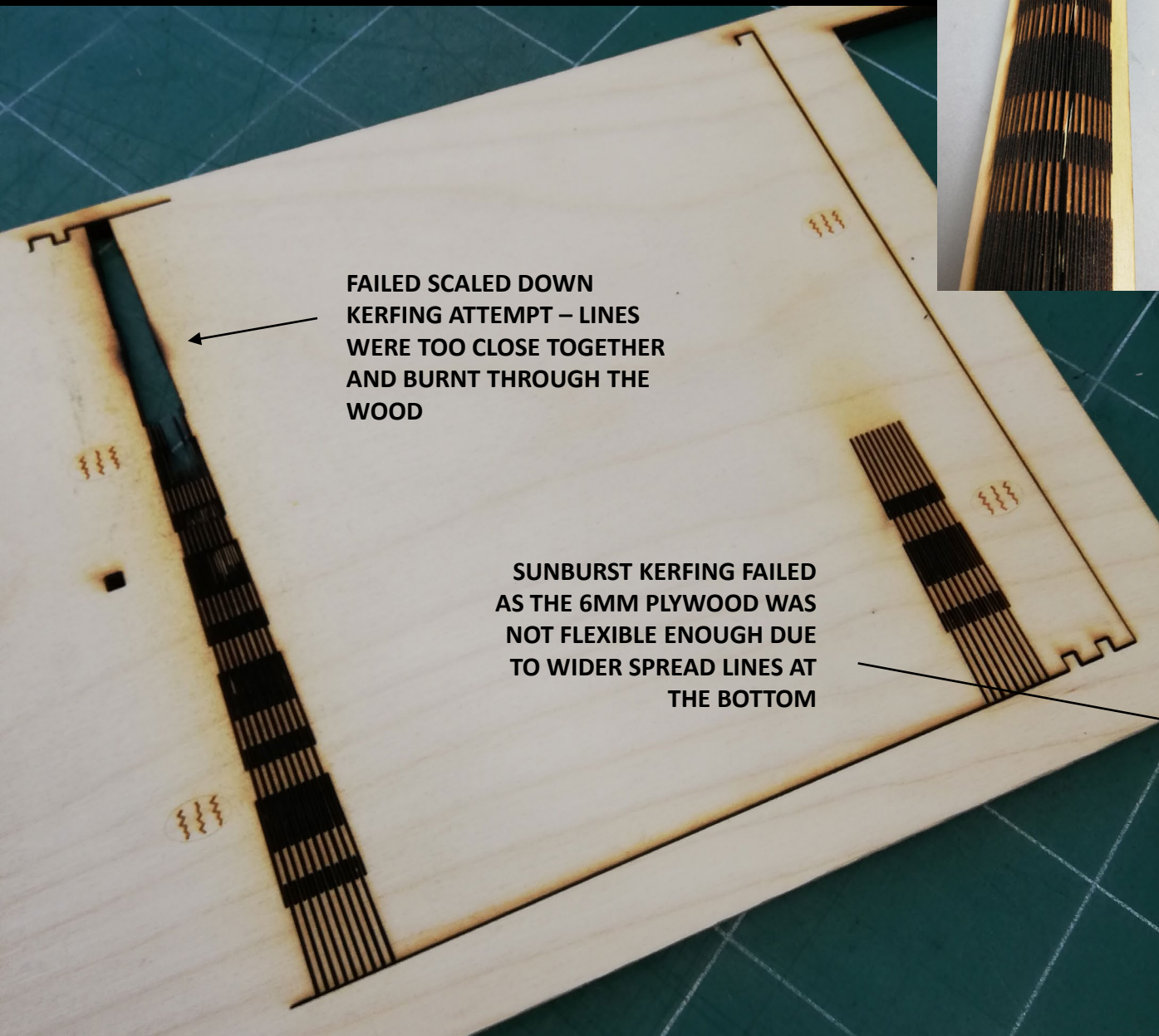
✓
HOLE HOLES FOR
MOVING THE PUZZLE
PIECES



SUGGESTED IMPROVEMENTS:

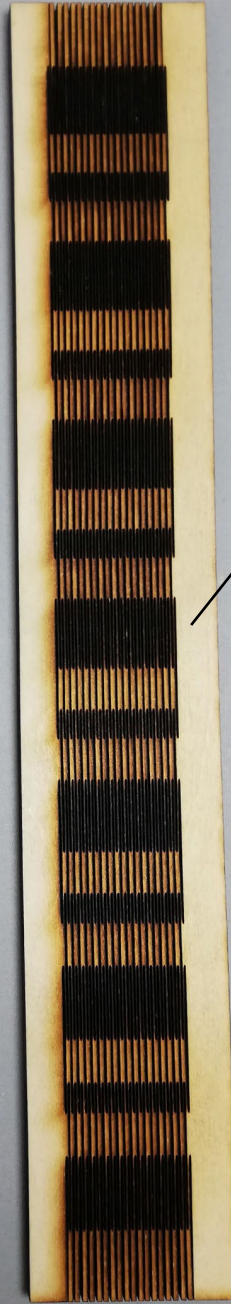
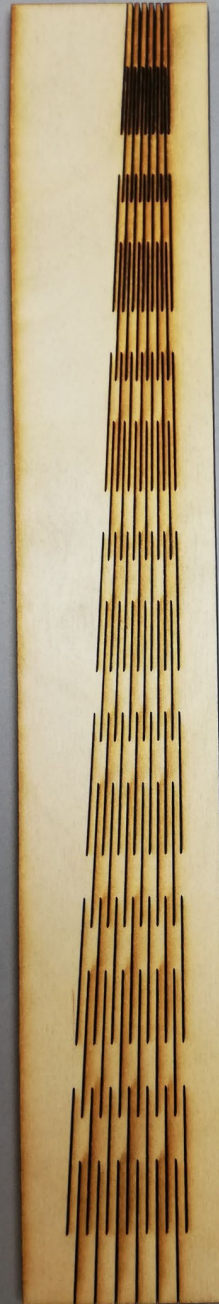
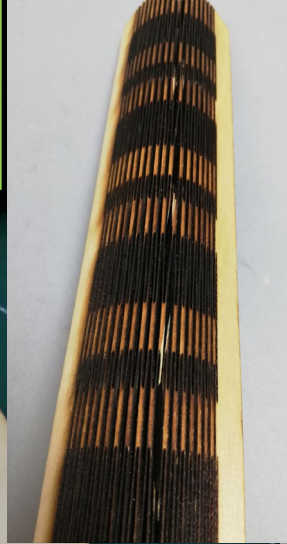
- EASTER BUNNY INSTEAD OF CHICK
- GAME DURATION
- BASE BOARD SUPPORT SYSTEM

KERFING TEST PIECES



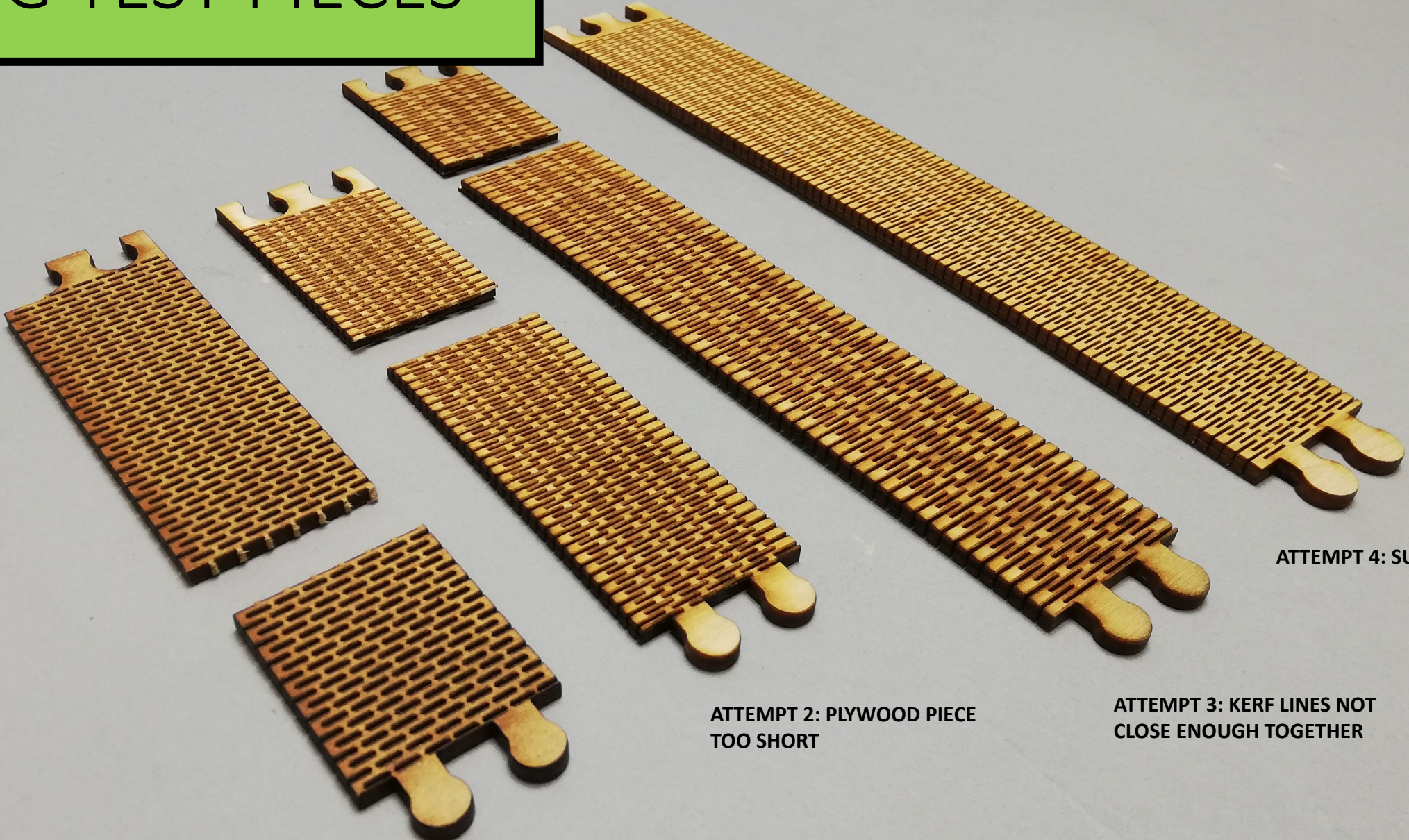
FAILED SCALED DOWN
KERFING ATTEMPT – LINES
WERE TOO CLOSE TOGETHER
AND BURNT THROUGH THE
WOOD

SUNBURST KERFING FAILED
AS THE 6MM PLYWOOD WAS
NOT FLEXIBLE ENOUGH DUE
TO WIDER SPREAD LINES AT
THE BOTTOM



SUCCESSFUL
STRAIGHT LINED
KERFING
ATTEMPT WITH
CLOSER LINES
THAT
COMFORTABLY
BENDS PAST 90
DEGREES
WITHOUT
SPLINTERING

KERFING TEST PIECES



ATTEMPT 1: KERF LINES TOO FAR SHORT AND FAR APART

ATTEMPT 2: PLYWOOD PIECE TOO SHORT

ATTEMPT 3: KERF LINES NOT CLOSE ENOUGH TOGETHER

ATTEMPT 4: SUCCESSFUL

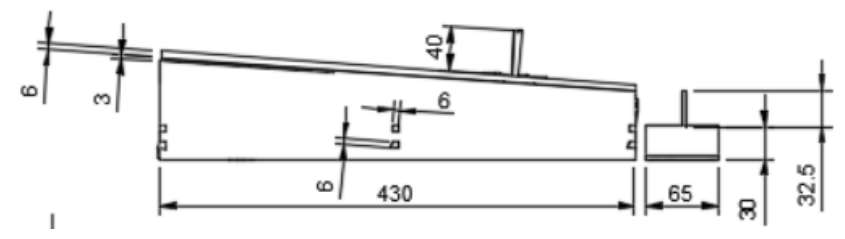
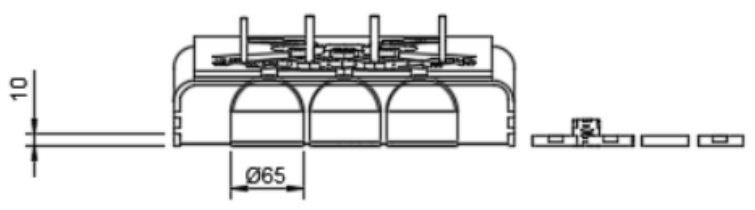
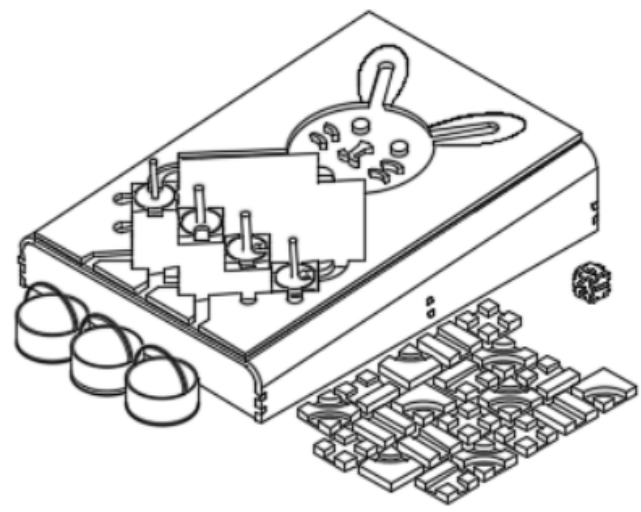
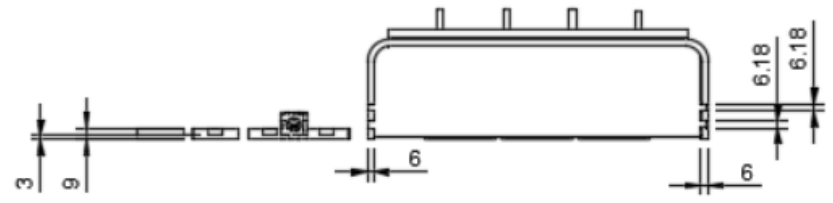
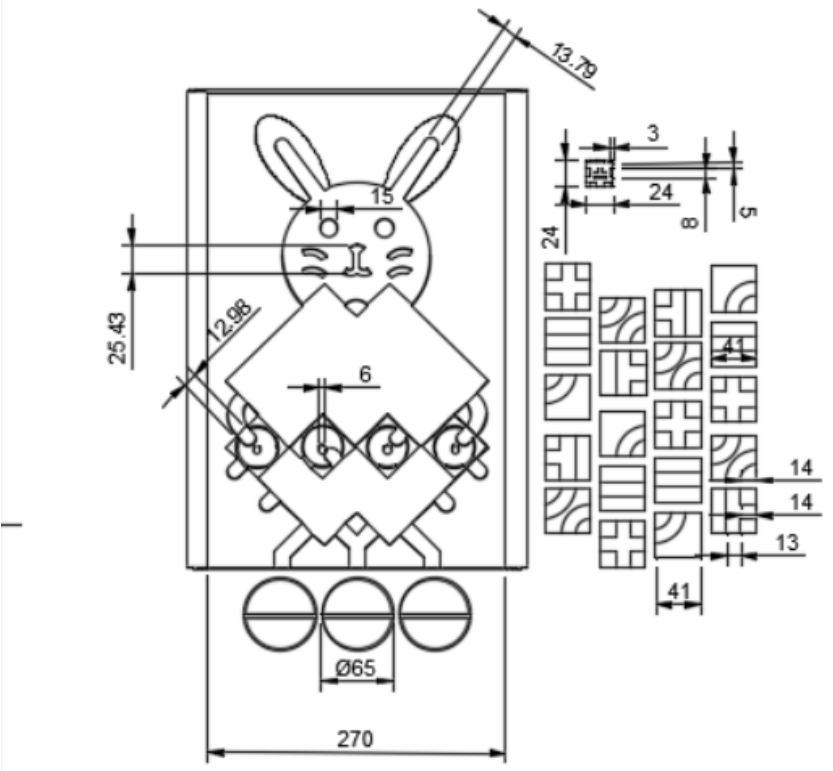
FUNCTIONING MDF PROTOTYPE



SUGGESTED IMPROVEMENTS:

- SMALLER PUZZLE PIECES – TIGHT FIT
- ALTERED FACE DESIGN – MARBLE GETS STUCK SOMETIMES
- ROTATORS FIXED IN A ROW – ENSURES MARBLE REACHES ONE TO INCREASE PLAYER INTERACTION

ORTHOGRAPIC DRAWING



**FINALISED
MEASUREMENTS ON
FUSION 360 PREPPED FOR
LASING CUTTER**

FINAL CAD RENDER

