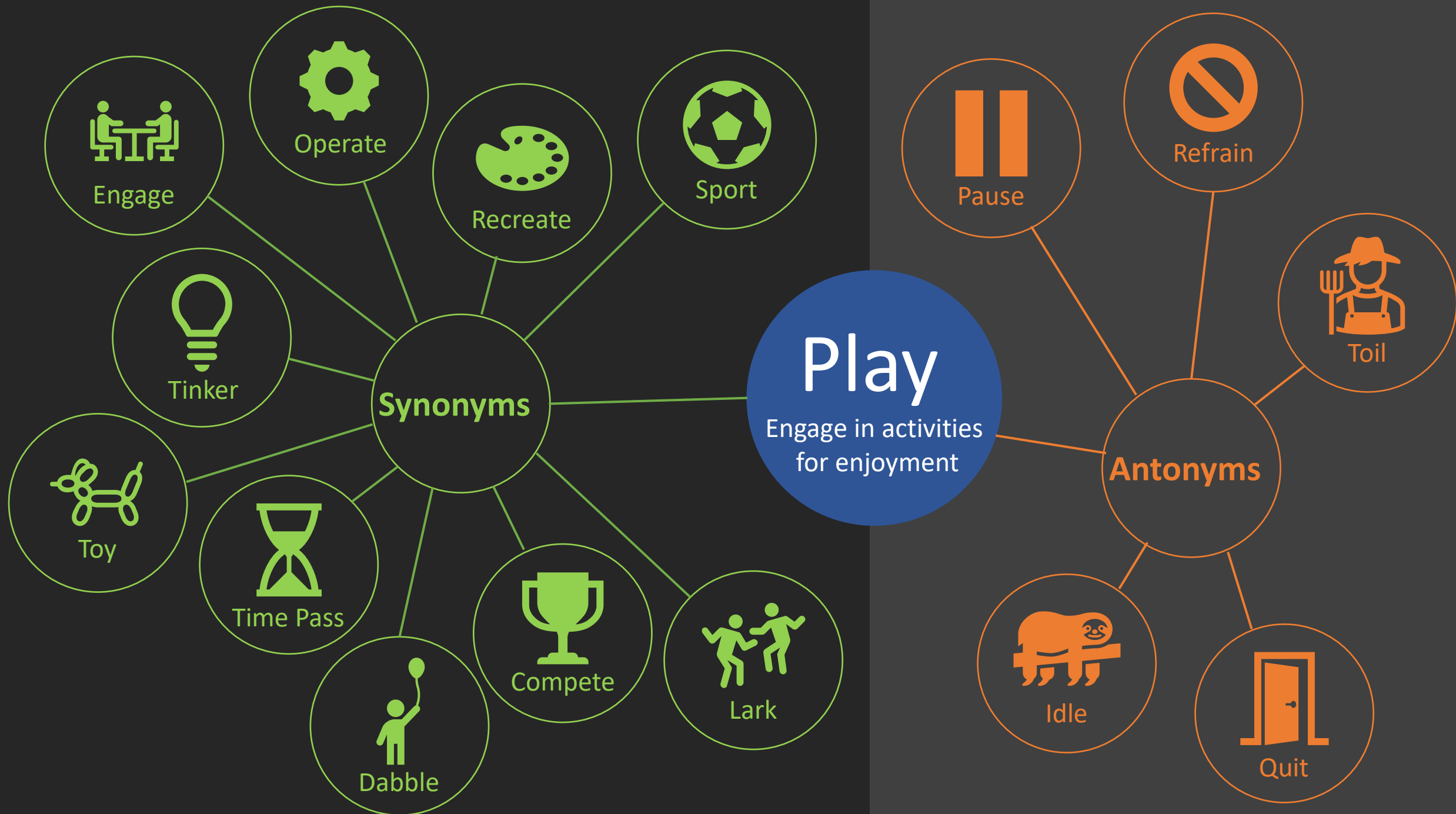


Group 1 – Game Changers “Play”

Group Members:

- | | |
|------------------------------|----------|
| 1. Aarav Trivedi | 24110001 |
| 2. Aayush Kuloor | 24110004 |
| 3. Aayush Mohan Bhagat | 24110005 |
| 4. Abhinav Thakur | 24110007 |
| 5. Abhishek Deepak Nair | 24110009 |
| 6. Aditya Gupta | 24110011 |
| 7. Adsul Atharv Kantilal | 24110015 |
| 8. Akshit Chhabra | 24110026 |
| 9. Amartya Vivek Tuljapurkar | 24110034 |
| 10. Arav Ravi Patil | 24110049 |
| 11. Aryan Lohiya | 24110057 |
| 12. Atharv Phadnis | 24110059 |
| 13. Ayushi Meena | 24110063 |





What?

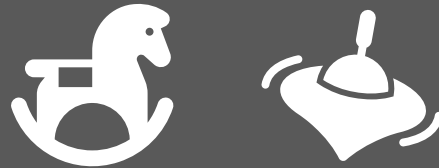
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graph TD; A((What?)) --- B[Emotions]; A --- C[Music]; A --- D[Toys]; A --- E[Theatre/Movies]; A --- F[Sports];
```



Emotions



Music



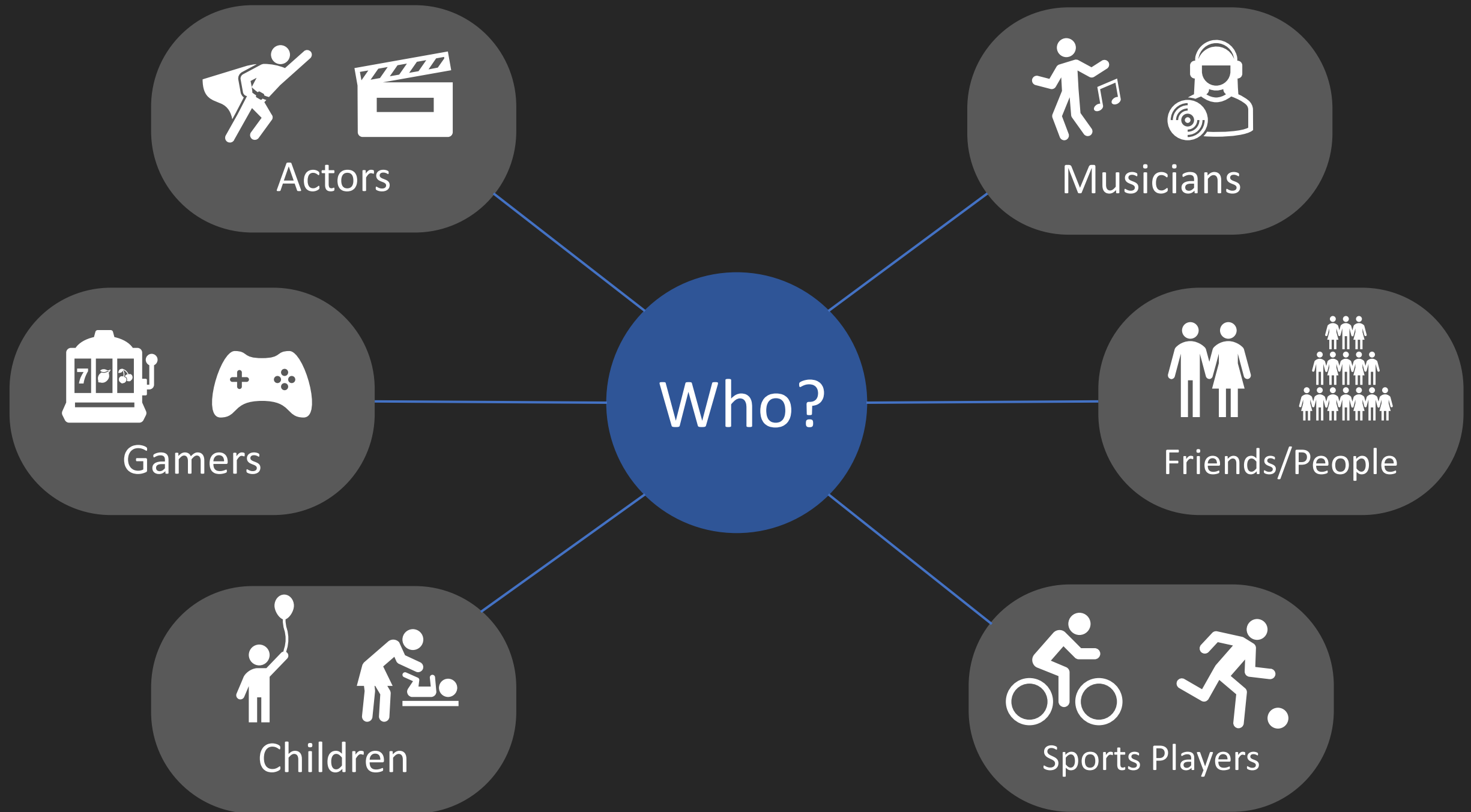
Toys



Sports



Theatre/Movies





How?



Manipulation



Instruments



Imagination



Equipment



Projector/Screen

Need Statements

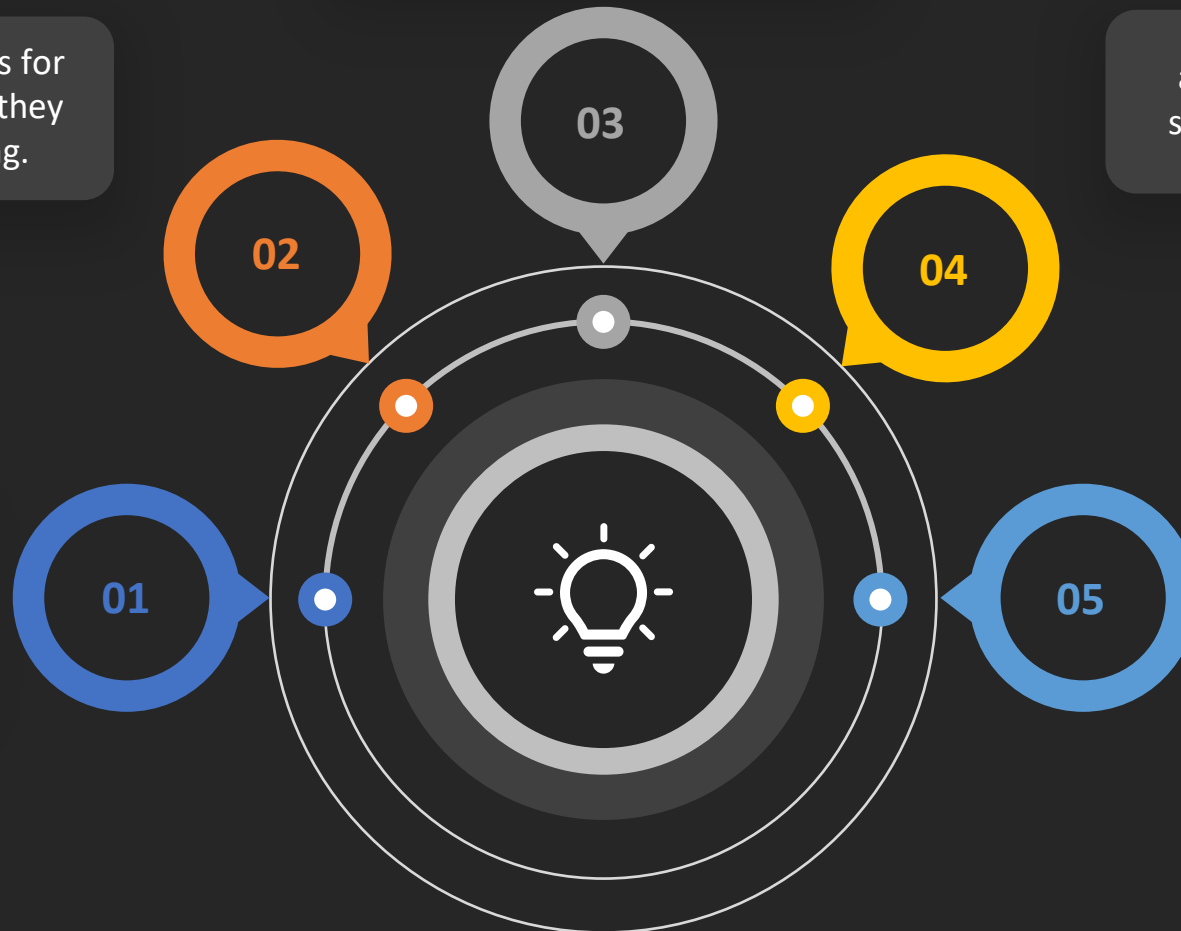
To design new and innovative equipment for musicians to use during various musical performances.

To design sports accessories/equipment for sportsmen to facilitate their ease of play.

To design a S.T.E.M. toys for young children, so that they can learn while playing.

To design a game for differently abled people to help overcome their daily struggles.

To design a device for stressed and anxious people to relieve their stress.



A group of approximately 10 people, mostly men, are gathered around a table in what appears to be a meeting or collaborative work environment. They are dressed in casual attire like t-shirts. Some are looking at the camera, while others are looking at laptops or devices on the table. The background includes a white wall with a red vertical stripe and a window with horizontal blinds. The overall image has a dark, semi-transparent overlay.

Thank You!