Fixing a Problem with a Simple Game

**Instructions**: In this activity, you will practice applying the concept of fast iteration cycles to fix a problem with a simple game. Follow the steps below to complete the worksheet.

1. Game Description:

2. Problem Identification:

- Identify the problem with the game.

3. Brainstorm Solutions:

- Think of potential solutions to fix the problem.

4. Choose a Solution:

- Select one solution from your brainstorming list that you think will effectively fix the problem. Explain why you chose this solution.

5. Implement the Solution:

- Describe how you would implement the chosen solution in the game.

6. Test and Refine:

- Test the implemented solution in the game.

- Observe the changes and evaluate if the problem has been fixed.

- If the problem persists, brainstorm and implement additional solutions until the desired outcome is achieved.

7. Reflection:

- Reflect on the process of fixing the problem using fast iteration cycles.

- What challenges did you encounter during the process?

- How did the fast iteration cycles help you in finding the best solution?