**LIMITATIONS**

* There is no indication for the player’s turn.
* The indication that the game is finish based on the number of times the players push the play button which error may occurred such as one press may be read as multiple presses.
* The game needs the controllers to play it which will be troublesome if the controller is missing.
* The balls can be seen by the players which will make the game easier.
* The cost to mass produced the prototype will be high because of the components used such as Arduino.

**IMPROVEMENT**

* LED and buzzer can be added to indicate that it is the player’s turn.
* Sensor can be used to detect when there is no ball left at the launcher, which will indicate that the game is finish and the last player pressing the play button is the winner.
* The controllers can be combined with the main game console.
* Hide the ball so that the players do not know the amount of the balls.
* The microcontroller can be removed and replaced with direct circuit connection because the functions are simple.