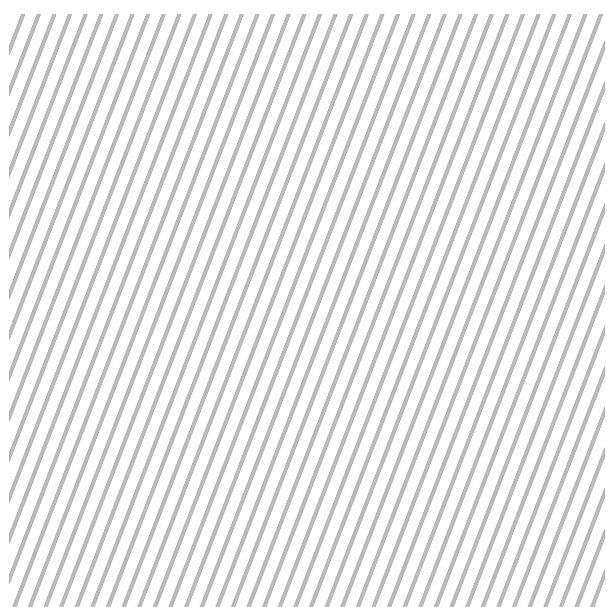# Build it. Break it. Fix it.

1   **Pick** a starting idea and sketch it out in more detail.

2   **Build it.** 10 x the concept, sketch a version that is more extreme.

3   **Break it.** Sketch out why it might fail, point out a potential weakness.

4   **Fix it.** Sketch a new solution that solves the problem that was pointed out.