Most new <u>homes in Boise ID</u> have some sort of flex space-a study, game room or other area that could accommodate a variety of uses. The greatest benefit of flex spaces is right there in the name: they're flexible. Not only can a flex space fulfill a variety of roles, it can change as time goes on. A young couple might choose to use the room as a home office now, then change it to a playroom when they have young children.

The first step in making the most of your flex space is to decide its main purpose. Is it primarily a work space, a play space, a learning space or a relaxation space? The details and décor of the room will change depending on the purpose. If you have only one flex space, it might have to serve several functions. Decide the main one to help guide your design choices. If you have two or more flex spaces, as you often find in <u>Brighton home designs</u>, your task will be a little easier.

For a home office, you'll want a quiet room with good lighting and plenty of storage. The same applies if you plan to use the room for crafts or hobbies. If the room will be a TV den or game room, your needs will be comfortable seating, an entertainment center and softer lighting.

Paint colors should fit the mood of the room. An office might be painted in light gray or blue. A hobby or home learning room could be soft green. Game rooms and play spaces can be even more fun with bright colors or pastels. If you anticipate changing the room's purpose within two or three years, keep the décor and paint colors neutral to make the change easier.

At Brighton Homes, we understand the importance of having flex spaces in your home. In our <u>Cartwright Ranch</u> community in Boise ID, we offer home designs with spaces such as dens and bonus rooms in a variety of layouts. Spare bedrooms can also double as flex spaces.

Home designs in Cartwright Ranch range from the 1,725 square foot Cook plan to the 3,575 square foot Pacific. These attractive, energy-efficient homes have 3-5 bedrooms and 2 or 3 car garages.