

Sculpture of a Raven: EDP

Engineering Group Member Names:

ONE:

TWO:

THREE:

What are the requirements:

What are the Constraints: .

IMAGINE: DEVELOPING POSSIBLE SOLUTIONS

DESIGN IDEA NUMBER ONE

Briefly describe your design:

List at least THREE things that are good about this design.

- 1.
- 2.
- 3.

List at least THREE things that are not so good about this design.

- 1.
- 2.
- 3.

DESIGN IDEA NUMBER TWO

Briefly describe your design:

List at least THREE things that are good about this design.

- 1.
- 2.
- 3.

List at least THREE things that are not so good about this design.

- 1.
- 2.
- 3.

PLAN: SELECTING A PROMISING SOLUTION

Choose the most promising choice.

- **Based on the information you have provided, decide which option is most likely to be successful. Which idea did you pick ONE OR TWO? What factor was the most important in helping you decide?**

Create a **QUICK SKETCH** of the Design you plan to use. (turn in on a separate sheet of paper.)

CREATE: BUILD A PROTOTYPE (This will be turned in with your paperwork on 8/12/2016)

Material: List the materials you used:

TEST AND EVALUATE PROTOTYPE AND REDESIGN AS NEEDED.

Follow your plan.

Write any problems you have and any changes you made to your design and why. If you did not encounter any problems, project potential problems that you averted due to your design decisions.

Problems or anticipated problems:

POST PROCESS QUESTIONS

1. Did you meet all of the requirements? List any that you did not meet and include an explanation for each one.
2. Compare your design to the constraints? If not, explain.
3. Which constraint was the most limiting to your engineering team, explain.
4. What is the final weight of your Raven in grams?
5. What is the height of your Raven in centimeters?