Goals:	With each algorithmic agent that we cover in class, you will be asked to sketch out a design for a mechanical system that can implement the algorithm. This will consist both of drawings and short summaries (<400 words) describing how the mechanical device would work. Submissions will evaluated based on creativity, rational logic, and alignment to the algorithm being implemented.	
Logic and rationale (50pts)		**50**
	Clear and complete articulation of the design of the system.	
	A rational reasoning of the system's function(s) from it's specific design.	
	Clear use of synthetic psychology principles.	
Clarity (25pts)		**25**
	Clarity of writing and description.	
	Completeness of the description in written and visual form.	
	Minimal grammar or syntax errors.	
Alignment to target system (15pts)		**15**
	Do the behaviors that arise from the system design match the behaviors that were simulated in the accompanying lab (e.g., Brownian random walks, chemotaxis)?	
	Identification of possible errors or inconsistencies.	
	A description of where the design might fail (e.g., contexts where the behavior may fail).	
Creativity (10pts)		**10**
	Novelty of design (i.e.- not a simple remapping of the biological system to a mechanical architecture).	
	Clever use of proposed materials.	
Grade		**100**