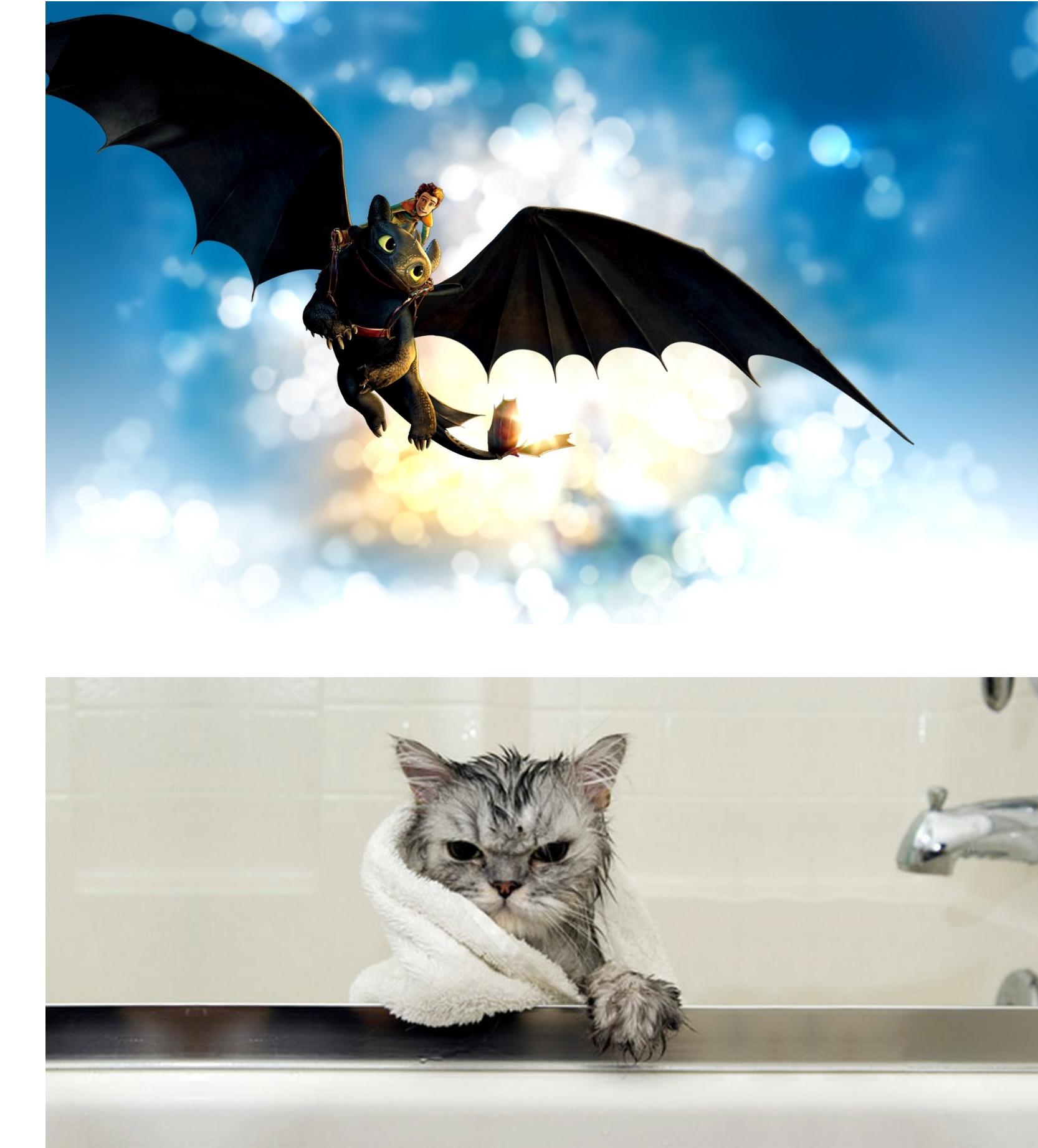


Team DragonCat:

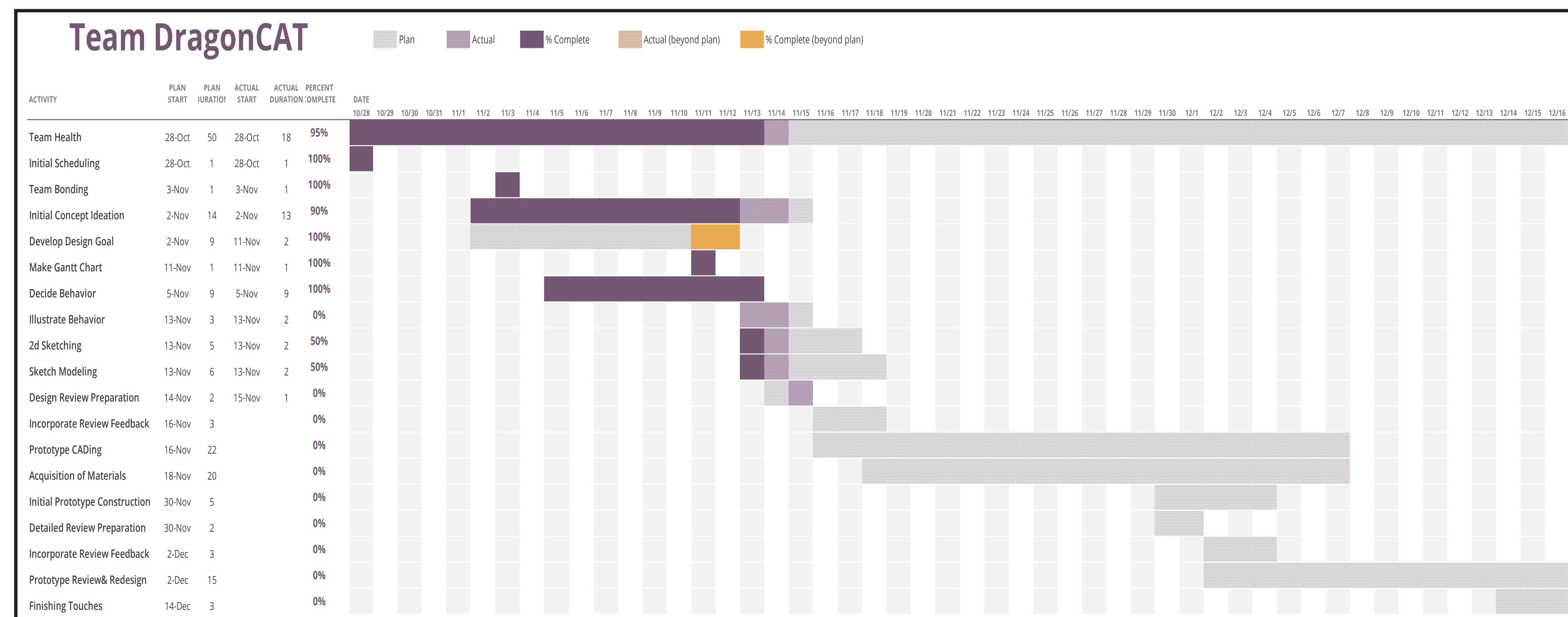
Exploring interactions of Cats and Dragons

Concept Design Review 11/14/2015

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Schedule



Stakeholders

STAKEHOLDERS	VALUES	NEEDS
4th Graders:	Stimulation/Excitement	Mental and Physical Challenges, Engaging Games, Goals
Us:	Friends	Interaction, Competition, Cooperation
	Fairness	Understandable gameplay, Encouragement and Support
	Creativity	Control over their experience and tangible interaction
	Learning	a challenging project, meet individual learning goals
	Team Health	a safe environment we can all participate in, not too much pressure
	Individual Health	Sleep and Food
Teachers:	Consumer's contentment	4th graders should have fun and learn
	Safety	No Harm coming to the student
	Education	Play projects that enhance student learning and mind
Parents:	Childrens Happiness	No 4th graders fighting, more laughter than tears
	Safety	Children to come back safely
	Childs education	children to not learn horrible lessons, become well-rounded individuals
Studio Instructors:	Education	We learn something, improve ourselves, grow our appreciation and knowledge for design/engineering and our own education
Olin as an Organization	Public Image	don't do anything destructive, inappropriate, negatively reinforcing
	Promotion	Creative and fun projects that will make schools happy to lend their 4th graders in the future
Olin Community:	Education	spread engineering education by inspiring young people and empowering them
	Excitement	to take a break from work and soak in the events excitement
	Learning	see cool ideas to inspire themselves

Decision Matrix

Value	Castle Building	Parade Costume	Wing Wind	Pet Dragon
Cooperative	0	+	+	+
Safe	0	+	+	0
Engaging	0	0	+	0
Lasting Impression	0	0	+	0
Game	0	-	0	-
Mechanically Complex	0	+	0	+
Mechanically Feasible	0	-	0	-
Bio-Inspired Cat	0	0	±	+
Bio-Inspired Dragon	0	0	0	-
Total	0	1	5	0

Sketches

