CTEC601 2024 S2

Assignment 1 – Rube Goldberg Machine

# Name of the Machine

# Team Members

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Contribution description | Contribution weight | Signature |
| Ishanika Singh | e.g., part 1, testing | 50% |  |
| Abby Sutton | e.g., part 2, design | 50% |  |
| Liliana Nicolo |  |  |  |

# Description

Roughly describe the machine:

* What is its basic functionality (e.g., Coke Bottle Dispenser)?
* Roughly, how many components/parts does it consist of?
* What is the average runtime?
* What sort of physically simulated “features” have you used, e.g., Ball Joint, Domino Effect, Levers, Motors,

# Sketches/Screenshots

Insert some key sketches or screenshots of the machine (max. two pages)

# Changelog/Diary

## 22/7/2024

* Assessment introduced in class
* Find group members
* Brainstorm some ideas

## 29/7/2024

* Created first model of duck for machine
* Created GitHub for collaboration
* Created discord for communication.
* Discussed machine ideas

## 5/8/2024

* Created Sink model, bathroom model, toaster model, bath bomb model, and comb model.