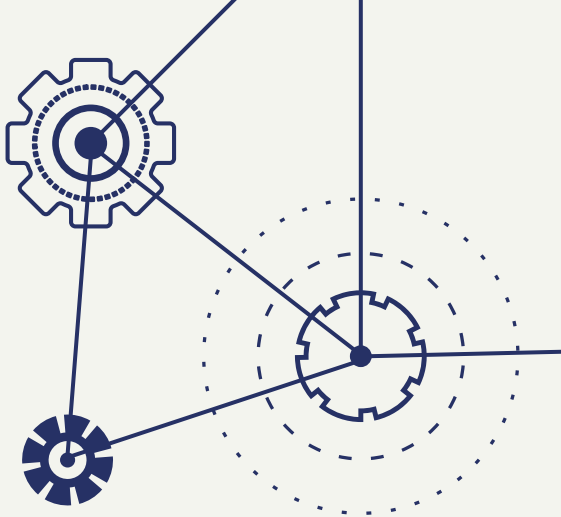
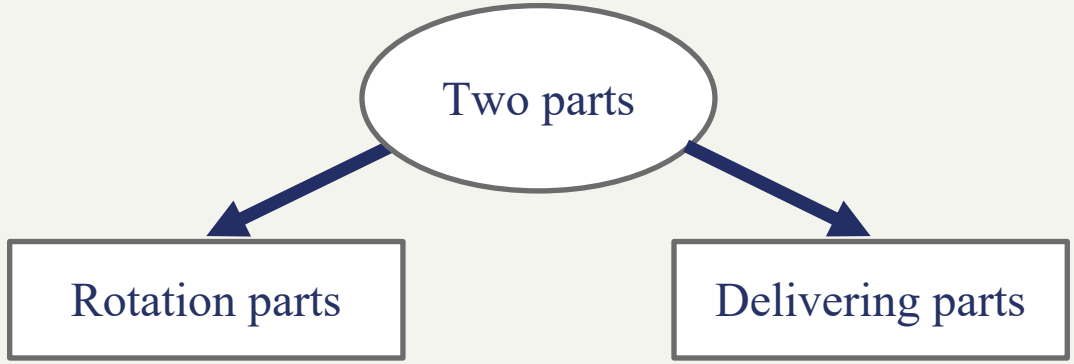
# Part 2

## Design concept
## &
## Engineering analysis



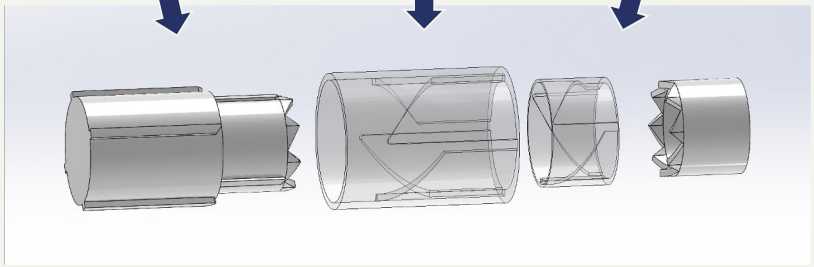
# Design concept

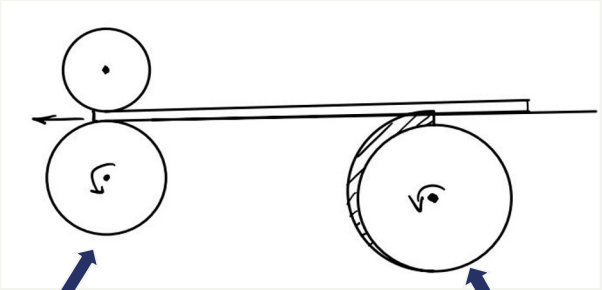



Rotate 90° / 120° each turn
(Rotating Design)

Outer
shell

Choose either 3 or 4 players
(Chooser)



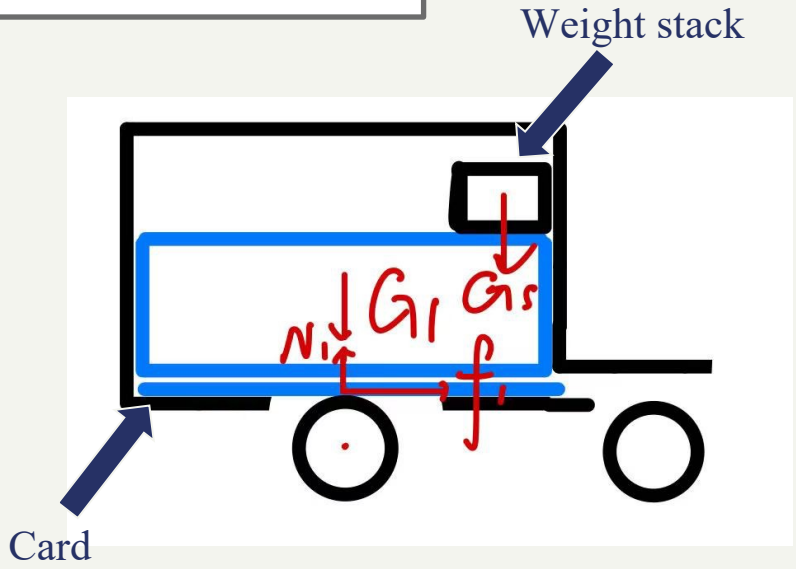


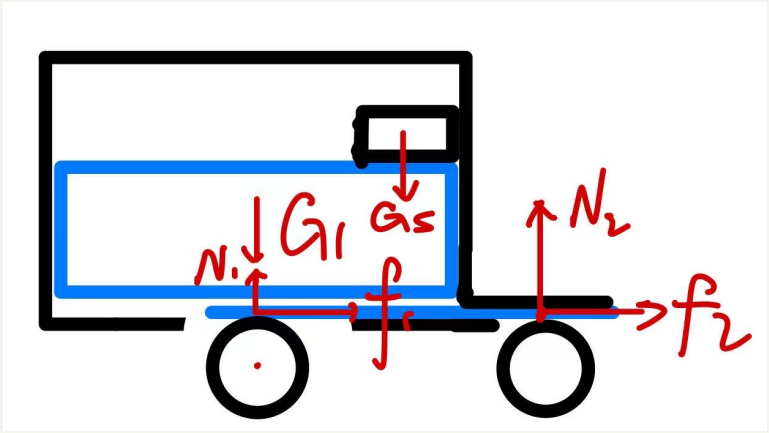
Deliver cards

Give card an initial speed

# Design concept explanation & Force analysis

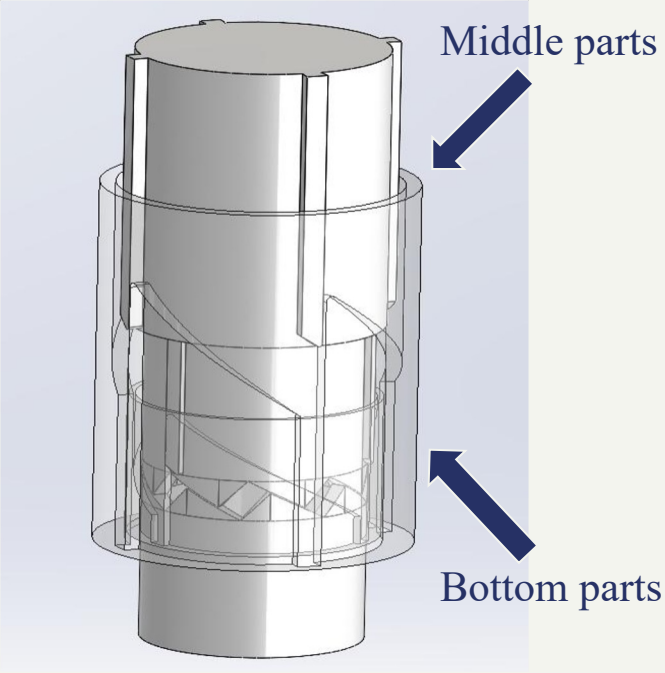
Delivering parts



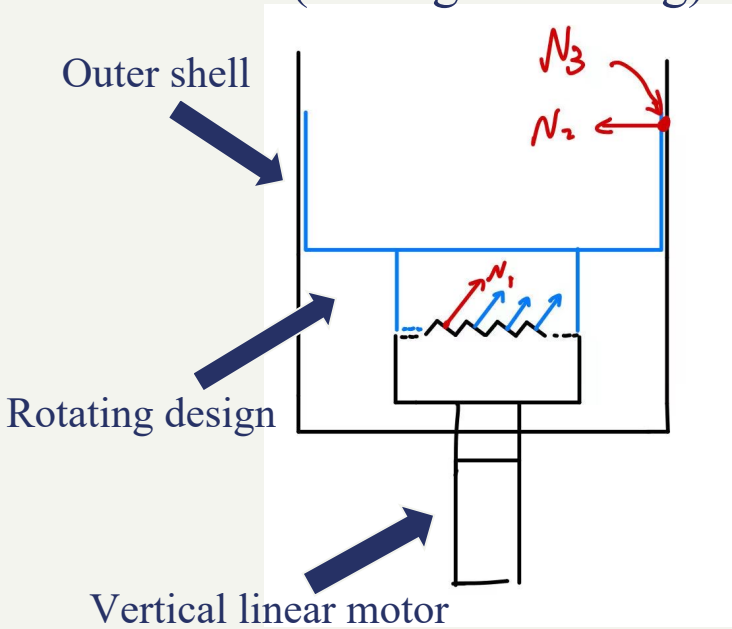



# Design concept explanation & Force analysis

Rotation parts



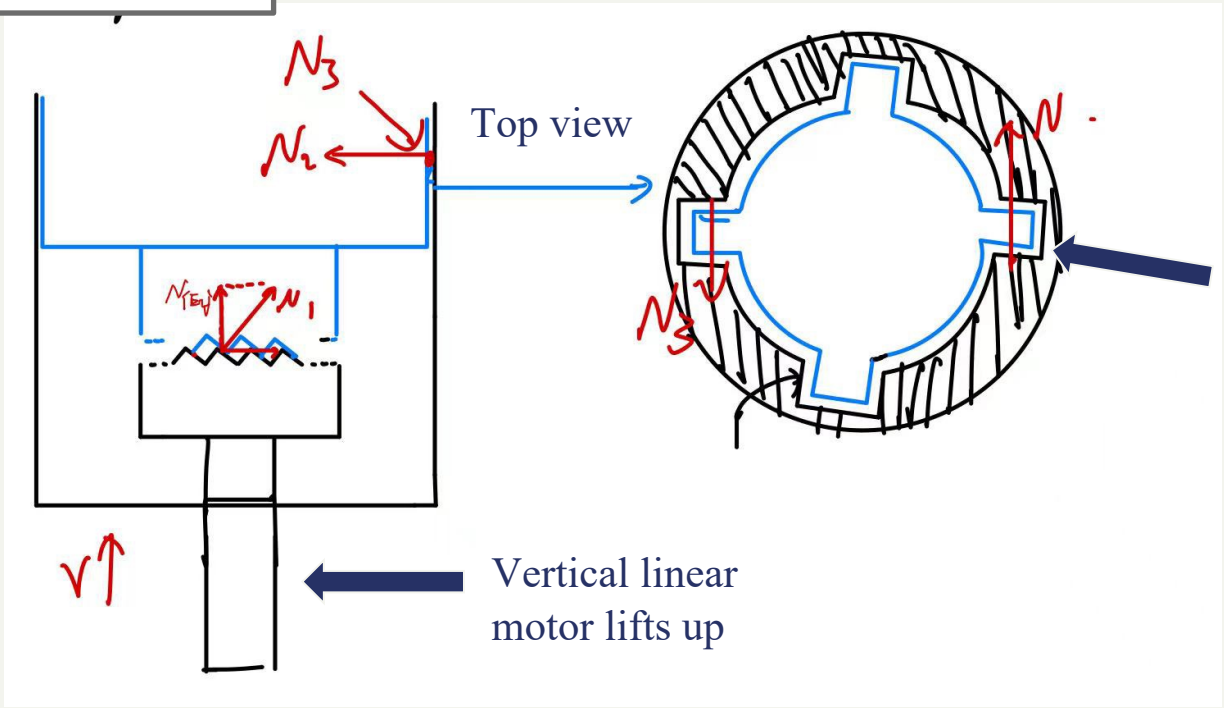

Bottom parts
(During delivering)



# Design concept explanation & Force analysis

Rotation parts

Bottom parts (During Lifting)

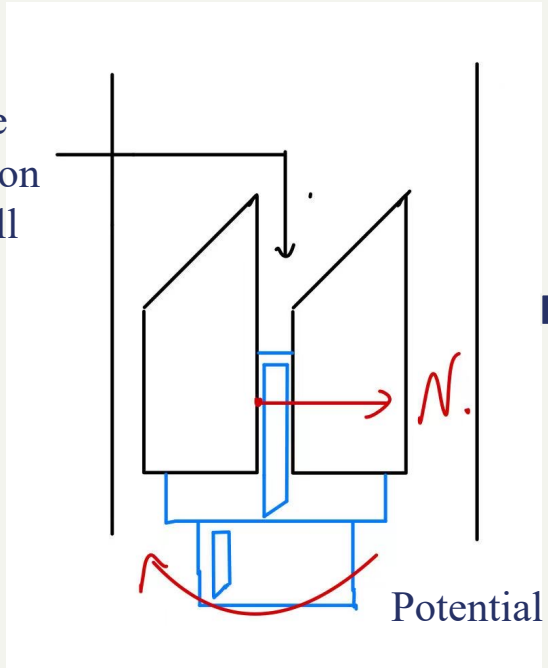


# Design concept explanation & Force analysis

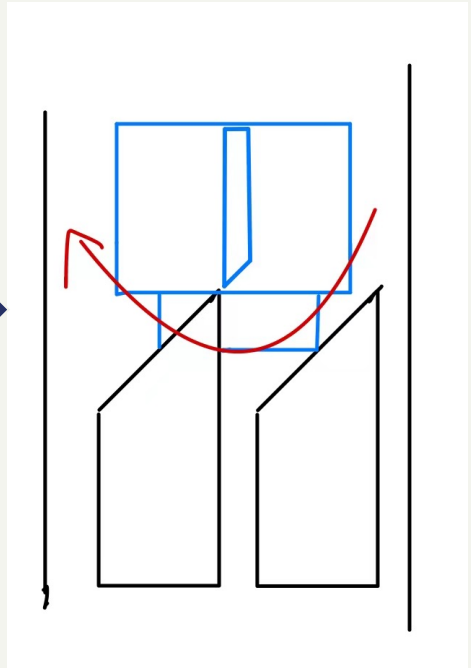
Rotation parts

Middle parts (During Lifting)

The inside composition of the shell




Lifting to the top



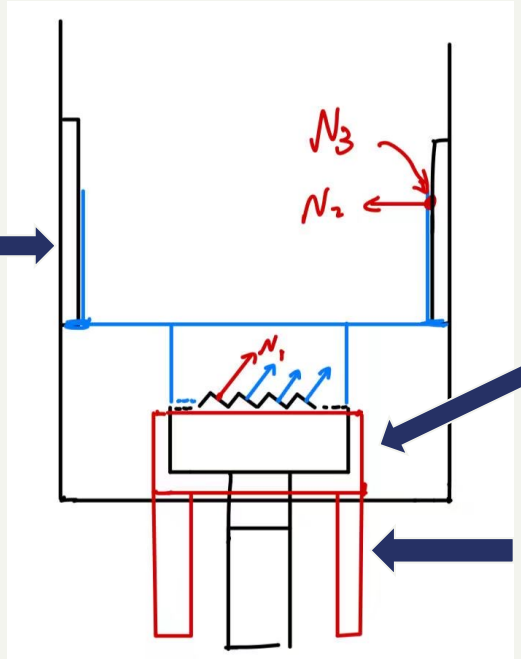
Rotating to another sink

# Design concept explanation & Force analysis

Rotation parts

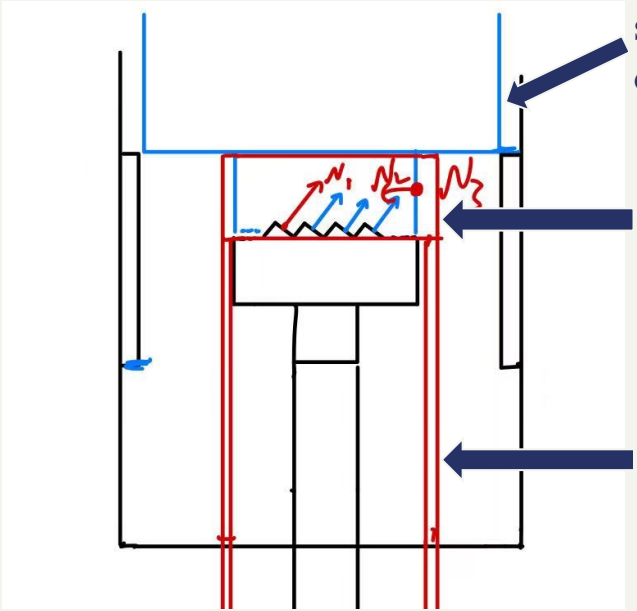
Middle parts (During Lifting)

Visualized Sink of the shell




Chooser

2 supporters controlled by Arduino




Get out of sinks in the outer shell

Similar sinks but 3 sinks a round (for 3 players)

Supporters Lifted up