

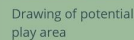
Design Reviews

The Drongo and the Meerkat

Goal Statement:

Design Constraints:

- ## Deliverables




Sketch Models of a rock and 'food.' The food is 'hidden under the rock'


Sketch Model of Meerkat habitat

Lochness


Dragon-like
No teeth (like
a bird's eyes)
Red gills




Red cloth like
change with scales



Dragon-like
No teeth (like
a bird's eyes)
Red gills




Red cloth like
change with scales




Klanchek


Round eye
Red like
patches




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Possible costume ideas

Team Bonding & Health

We conducted a team honesty circle designed to create an open teaming environment. We hoped to create a workspace that focused on honest feedback and lack of judgment. This solidified our sense of unity and our belief in our ability to accommodate for each other's weaknesses by recognizing each other's strengths.

Our de-pretzeling activity demonstrated how communication can untangle any problem.

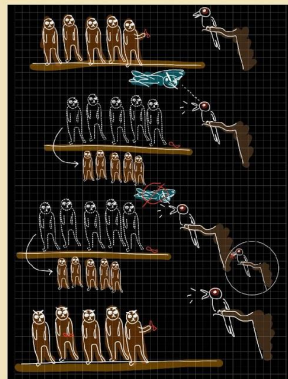
A	B
<ul style="list-style-type: none"> - collaboration - fitting - Research being done - Completing the activity - Delegation 	<ul style="list-style-type: none"> - Breaking into - everyone doing research day of class - "nosies"

Calendar

NOVEMBER						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

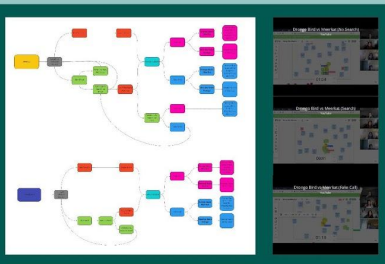
DECEMBER						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Design Goal Table				
Knowledge	Value	How	Requirement	Design Goal
engagement	to participate in physical activity	to involve students	be played at large scale (at room, or outdoors) moving for 10-15 minutes	Create a play experience inspired by the... (benefactor of the... 40th grade students in level 40 and the level 41). Create a play experience inspired by the 40th grade students to make them think and make them think.
	to be able to make music	to involve students	central auditory element, which makes music a more "active" music	
1st graders	to understand the story	to involve students	take 12 to 15 minutes to complete the story, with an entertaining element with character to make the story more interesting, in a way that is not intended to be played for 10-15 minutes	Create a play experience inspired by the... (benefactor of the... 40th grade students in level 40 and the level 41). Create a play experience inspired by the 40th grade students to make them think and make them think.
	to be able to move them	to involve students	to be played at large scale	
freedom and independence	to be able to move them	to involve students	to be played at large scale	Create a play experience inspired by the... (benefactor of the... 40th grade students in level 40 and the level 41). Create a play experience inspired by the 40th grade students to make them think and make them think.
localization	to be able to move them	to involve students	to be played at large scale	
Safety	to be able to move them	to involve students	to be played at large scale	Create a play experience inspired by the... (benefactor of the... 40th grade students in level 40 and the level 41). Create a play experience inspired by the 40th grade students to make them think and make them think.
	to be able to move them	to involve students	to be played at large scale	
Self-Confidence	to be able to move them	to involve students	to be played at large scale	Create a play experience inspired by the... (benefactor of the... 40th grade students in level 40 and the level 41). Create a play experience inspired by the 40th grade students to make them think and make them think.
	to be able to move them	to involve students	to be played at large scale	
Participation	to be able to move them	to involve students	to be played at large scale	Create a play experience inspired by the... (benefactor of the... 40th grade students in level 40 and the level 41). Create a play experience inspired by the 40th grade students to make them think and make them think.
	to be able to move them	to involve students	to be played at large scale	



Detailed Design Review

Storyline and Gameplay



Virtual Play Testing



The Meerkat and Drongo Bird

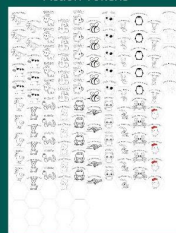
Design Goal: Create a play experience inspired by the relationship between the Drongo Bird and a Meerkat colony for 4th graders to partake in physical activity and make noise while being able to make choices.

Artifacts and Budget



Action token goes on top of rock attached with hook & loop tape. The bought bugs or predators are attached with hook & loop under the rock, hidden from view when on the ground.

Action Tokens



General Budget

Item	Quantity	Unit Price	Total Price
Meerkat Colony	1	\$100.00	\$100.00
Drongo Bird	1	\$100.00	\$100.00
Game Tokens	1	\$100.00	\$100.00
Game Board	1	\$100.00	\$100.00
Game Manual	1	\$100.00	\$100.00
Game Box	1	\$100.00	\$100.00
Game Components	1	\$100.00	\$100.00
Game Packaging	1	\$100.00	\$100.00
Game Marketing	1	\$100.00	\$100.00
Game Distribution	1	\$100.00	\$100.00
Game Support	1	\$100.00	\$100.00
Game Evaluation	1	\$100.00	\$100.00
Game Feedback	1	\$100.00	\$100.00
Game Iteration	1	\$100.00	\$100.00
Game Finalization	1	\$100.00	\$100.00
Game Launch	1	\$100.00	\$100.00
Game Post-launch	1	\$100.00	\$100.00
Game Review	1	\$100.00	\$100.00
Game Conclusion	1	\$100.00	\$100.00

Filament Budget

Item	Quantity	Unit Price	Total Price
Filament	1	\$100.00	\$100.00
Printer	1	\$100.00	\$100.00
Printer Bed	1	\$100.00	\$100.00
Printer Head	1	\$100.00	\$100.00
Printer Motor	1	\$100.00	\$100.00
Printer Frame	1	\$100.00	\$100.00
Printer Base	1	\$100.00	\$100.00
Printer Top	1	\$100.00	\$100.00
Printer Sides	1	\$100.00	\$100.00
Printer Back	1	\$100.00	\$100.00
Printer Front	1	\$100.00	\$100.00
Printer Bottom	1	\$100.00	\$100.00
Printer Top Cover	1	\$100.00	\$100.00
Printer Bottom Cover	1	\$100.00	\$100.00
Printer Side Cover	1	\$100.00	\$100.00
Printer Back Cover	1	\$100.00	\$100.00
Printer Front Cover	1	\$100.00	\$100.00
Printer Bottom Cover	1	\$100.00	\$100.00

Team Health

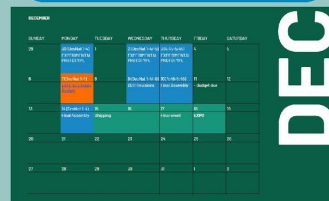


we are coping well! we cut our hair

Team	Health	Notes
Team 1	Good	Team 1 is doing well and is happy to be part of the team.
Team 2	Good	Team 2 is doing well and is happy to be part of the team.
Team 3	Good	Team 3 is doing well and is happy to be part of the team.
Team 4	Good	Team 4 is doing well and is happy to be part of the team.
Team 5	Good	Team 5 is doing well and is happy to be part of the team.
Team 6	Good	Team 6 is doing well and is happy to be part of the team.

"I like/I wish" session

Schedule



(limited overhaul, resourcing == we're still on track!)

Final Deliverable





