Lab 4: Brainstorming Project

Let's apply what we've learned in a fun project! If at any point you get confused trying to fill this out, continue watching the video (or watch it again) to try to get a better understanding of how to apply the concepts. If that doesn't help, try going back to re-watch the first video.

	· · · · · · · · · · · · · · · · · · ·				
				·	
4.2 - Complet		tence: "I think the	most fun action from	n the previous part to acco	
Trade Goldberg	macimic would be _	occuuse	·		
4.3 - Complet	te the following sent	tence: "A potentia	l challenge I might f	ace if I choose this task is	
4.4 - List you	r top 4 choices of si	•	nclude in your Rube	· Goldberg:	

4.5 - Pick one machine from the list of four you chose and suggest how that machine may pose a challenge.