



ENGINEERING NOTEBOOK  
PROBLEM IDENTIFICATION  
AND BRAINSTORMING

Problem, Goal, or Task:

Design Criteria

THE GAME STRATEGY

THE ROBOT

Research and Brainstorming To Solve The Problem

Recorder:

Team Members Participating:

Date:



## ENGINEERING NOTEBOOK TEAM BRAINSTORMING AND DECISION MAKING

### Design Criteria To Be Met

#### Idea

#### Pros

#### Cons

#### Ideas

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#### Cons

**Evaluation of Ideas to Make Decision-** Which idea has the most pros vs cons, and meets the design criteria. Include a priority rank for completion.

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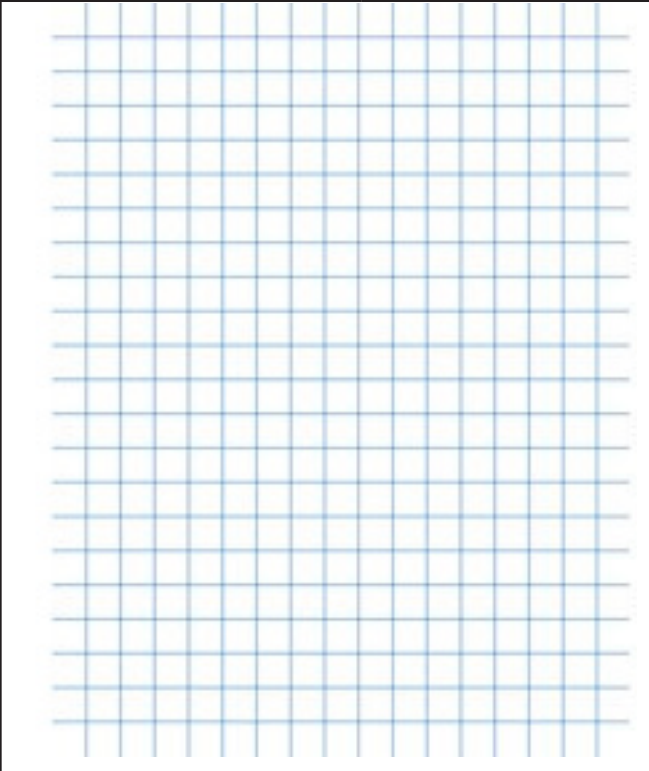




## ENGINEERING NOTEBOOK TASK DOCUMENTATION

**Problem, Goal or Task:**

**Drawings, calculations, and pictures to support the problem.**



**Decisions made, lessons learned or items that need further action.**

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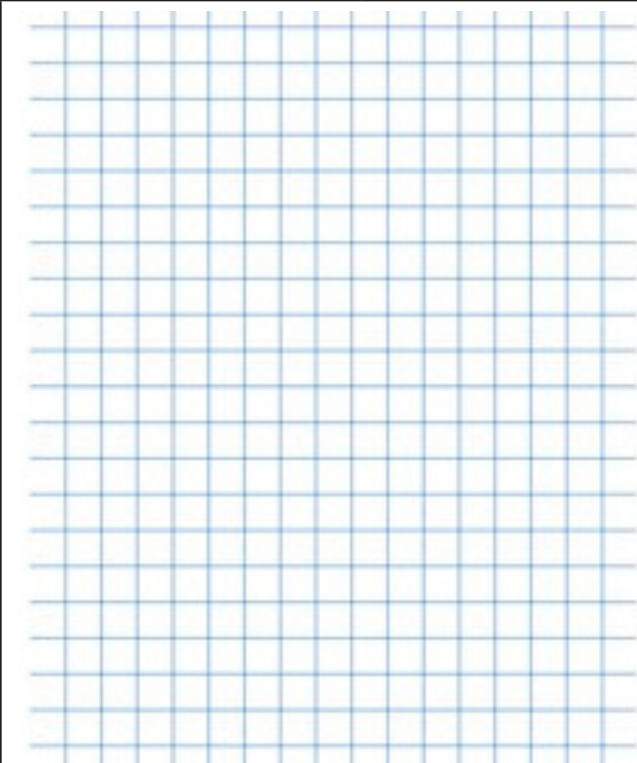


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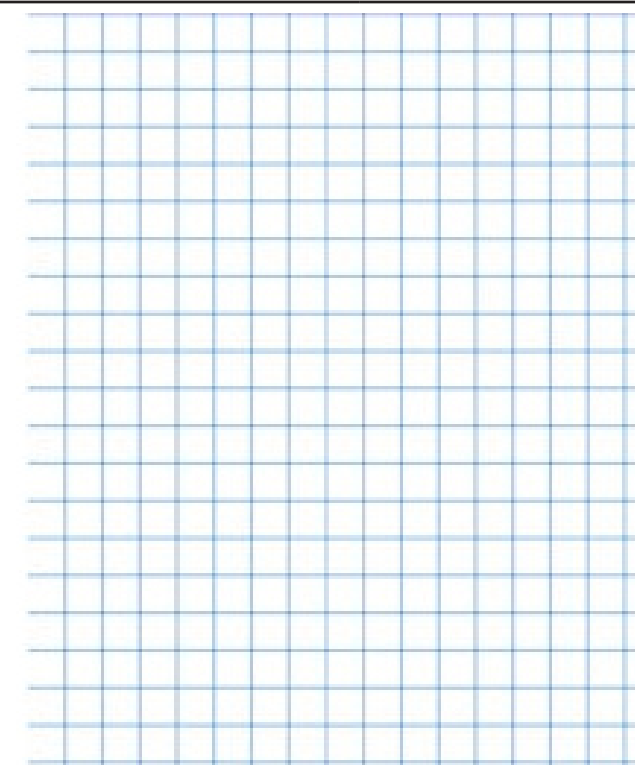


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