

Recorder:

ENGINEERING NOTEBOOK PROBLEM IDENTIFICATION AND BRAINSTORMING

Problem, Goal, or Task:	
Design C	riteria
THE GAME STRATEGY	THE ROBOT
Research and Brainstormir	ng To Solve The Problem

Team Members Participating:

Date:



ENGINEERING NOTEBOOK TEAM BRAINSTORMING AND DECISION MAKING

Design Criteria To Be Met	Design Criteria To Be Met			
Idea		Pros	Cons	
Ideas		Pros	Cons	
Evaluation of Ideas to Make	Decision- Which id	lea has the mos	t pros vs cons, and me	ets the de-
sign criteria. Include a priority			,	
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Recorder:	Team Members Pa	rticipating:	Date:	



ENGINEERING NOTEBOOK TEAM BRAINSTORMING AND DECISION MAKING

Design Criteria To Be Met			
Idea		Pros	Cons
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Ideas		Pros	Cons
Ideas		Pros	Cons
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Evaluation of Ideas to Make	Decision- Which id	on has the mos	t pros vs cons, and meets the de-
sign criteria. Include a priority			l pros vs cons, and medis me de
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Recorder:	Team Members Par	rticipating:	Date:
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PROJECT MANAGEMENT TEAM TASKLIST

Team:			System/C	omponent:
Goal:			Deadline:	
Team Member	Task	Priority A-High B-Medium C-Low	In Progress	Done



ENGINEERING NOTEBOOK TASK DOCUMENTATION

Problem, Goal or Task:		
Drawings, calculations, and	d pictures to support the problem	
Decisions made, lessons le	earned or items that need further a	action.
December	To our Manufactor Designation Co.	Deter
Recorder:	Team Members Participating:	Date:



ENGINEERING NOTEBOOK TASK DOCUMENTATION

Classroom Use Group and Individual

Problem, Goal or Task:	Problem, Goal or Task:		
Drawings, calculations, and	pictures to support the problem.		
Decisions made lessons le	anned as items that would fountly up	ati a ra	
Decisions made, lessons le	Decisions made, lessons learned or items that need further action.		
December	Toom Marchana Particle office	Deter	
Recorder:	Team Members Participating:	Date:	



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Classroom Use Group and Individual

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