Ahoy, me hearties! In this swashbucklin' adventure between the realms of engineering and computer science, ye scurvy students will be divvied into crews to craft the ultimate pirate-themed toy for the most renowned toy company on the high seas, **Toys-Arrr-Us**: a toy that'll make even Captain Hook wish he had the smarts of our fine students. So, batten down the hatches and splice the circuits as ye embark on a journey to create a treasure of a toy that all the pirate lads and lasses will enjoy. May yer gears grind true, the winds of creativity fill yer sails, and may yer final invention be the envy of every landlubber in the seven seas. Arrr, let the adventure begin!

There be six crews settlin' the seas, each crew havin' a savvy computer scientist. The engineers must join forces with at least two scallywags they've never sailed with before, arrr!

The most famous toy company on the high seas has hired your team to design a toy for the children of pirates. This project is purposely vague to encourage creativity. The toy must be designed in your choice of CAD software, prototyped at least using 3D printing, and contain electronic components powered by an Arduino or Raspberry Pi.

Computer Science Deliverables

1. Requirements Document
2. Design Diagrams
3. Biweekly Updates
4. GitHub Repository
5. Bug Tracking
6. Code Reviews
7. User Guide
8. Developer Docs
9. Product Demo and Code
10. Final Presentation

Engineering Deliverables

1. Biweekly Updates
2. Competitors and Pricing
3. Intellectual Property
4. Customer Feedback
5. CAD Model
6. Financial Analysis
7. Software Logic
8. Powerpoint
9. Pitch and Demo
10. Business Plan