

Battle Boats

Spring 2018

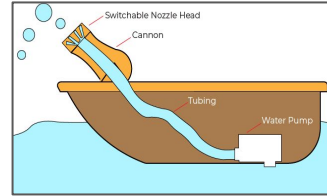
Objective: Design and prototype an RC boat toy that can shoot and be shot at



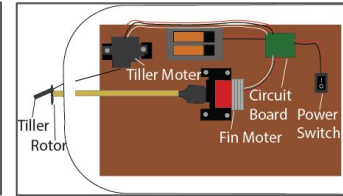
Prototyping



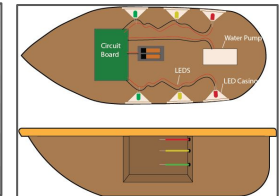
How It Works



Shooting

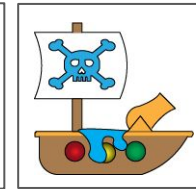
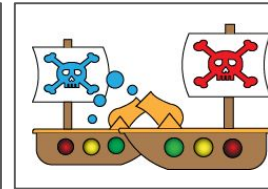
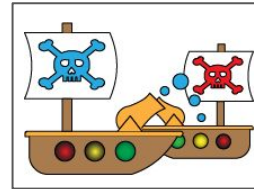


Driving



Scoring

How It Plays



See [video here](#) of final toy presentation!

My Role: On this team of 5 I served mainly as an Industrial designer. I made several iterations of looks like models and tested them with our target consumer: children!

Tools Used: Solidworks, sketching, rapid prototyping with wood and foam, thermoforming, adobe illustrator