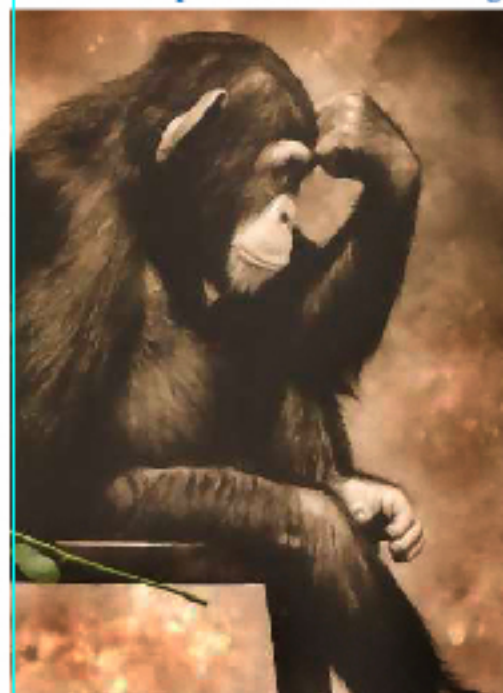


THE PROCESS

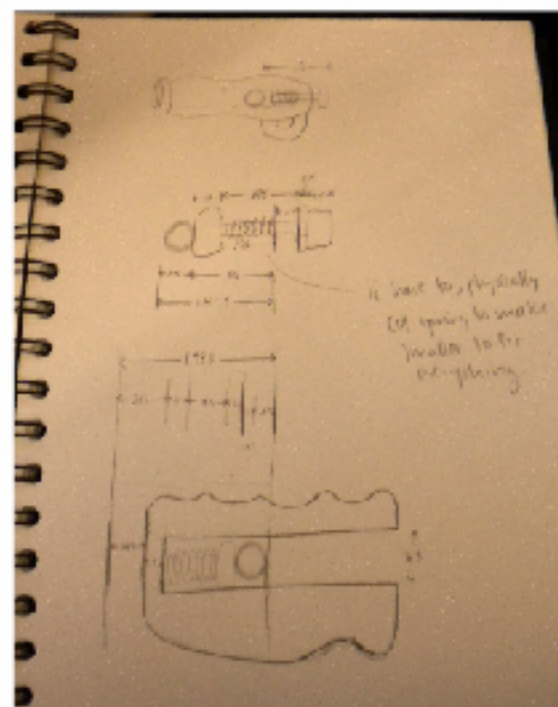
1. BRAINSTORMING

The first step was to get together and decide what we wanted our game to be. We made a list of things we enjoy about games such as, competition, challenge, excitement, time pressure, and novelty. Once we had our list we tried to come up with a game that would incorporate all of those things.



2. IDEA COMBRINATION

We all had different ideas of how to accomplish our goals. The key was to combine our best ideas and build off them. One person may have a great idea but not know exactly how to carry it out and another person may be able to make it work or make it work better.



3. DIVISION OF LABOR

Once we knew exactly what we wanted to do and how we wanted to do it we needed to divide the work equally. Each person was assigned an equal part of the project based on what they were particularly skilled in. The idea was not to overburden any one person and allow each team member to utilize his/her skills.



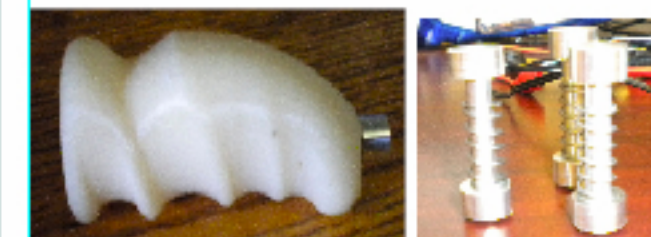
4. COMPUTER MODELING

Before making any real parts everything was modeled in SolidWorks. This ensured that all the dimensions would fit together and all our work could be saved and referenced in the future if mistakes arose. It was also important to model parts in SolidWorks so that they would be machined exactly as we specified.



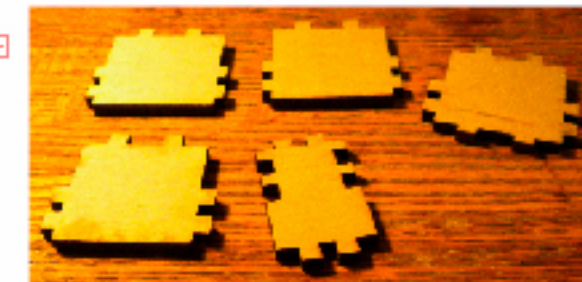
5. PROTOTYPING

Finally we were ready to make some actual parts. We took our computer models and made them into realities. We utilized resources such as the laser cutter, 3D printer and our MEAM 150 partner in order to create all the parts we needed. We also painted some parts to add to the aesthetics of the game.



6. FIXING PROBLEMS

Inevitably we ran into a few kinks along the way. Some parts had to be cut multiple times until the right fit was obtained. We improvised where necessary when we didn't have all the right materials. With a little creativity and trial and error we were able to make everything work.



7. PUTTING IT ALL TOGETHER

The final step was putting all our different parts together and turning it into a real functional game. And of course we played a few rounds just to make sure it worked.

