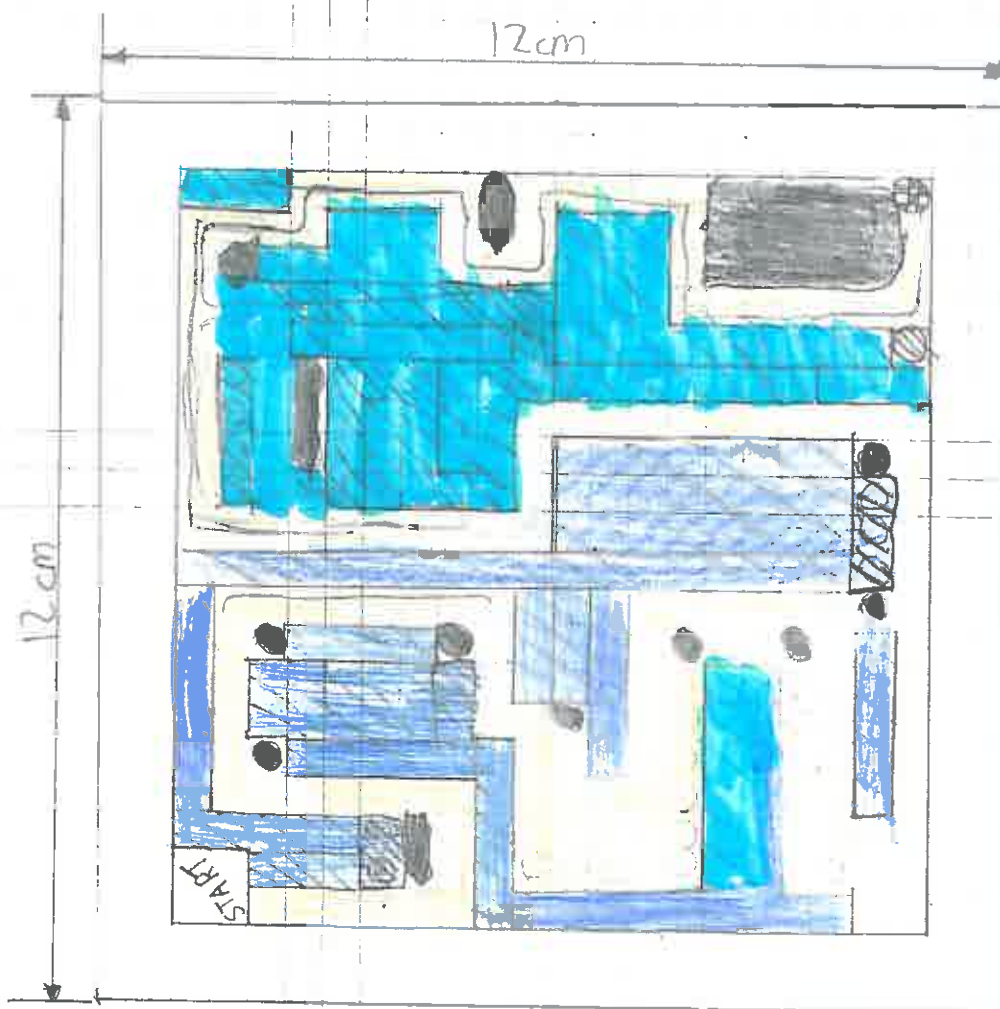



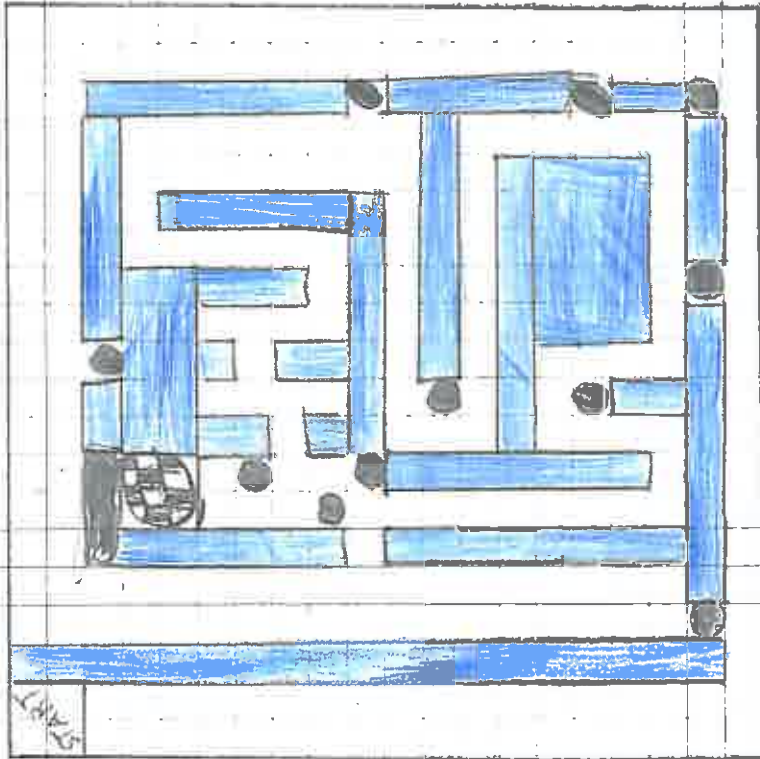


Sam



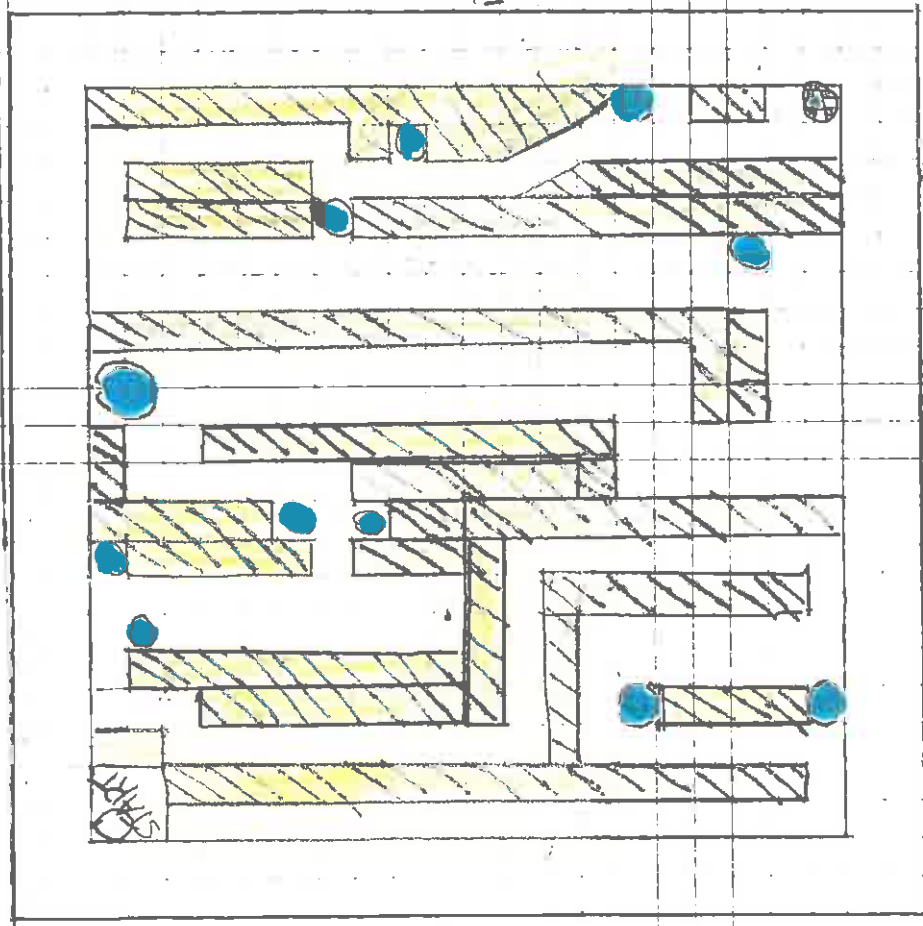
 = Holes  
 = Paths  
 = Walls



SW

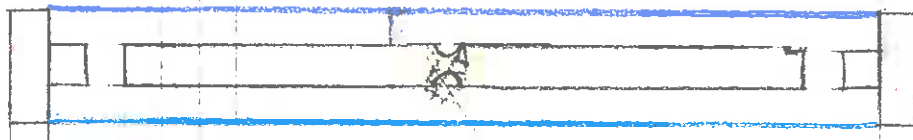
Sam

12 cm



I think this design is the best because it is challenging but at the same time easy if you take your time.

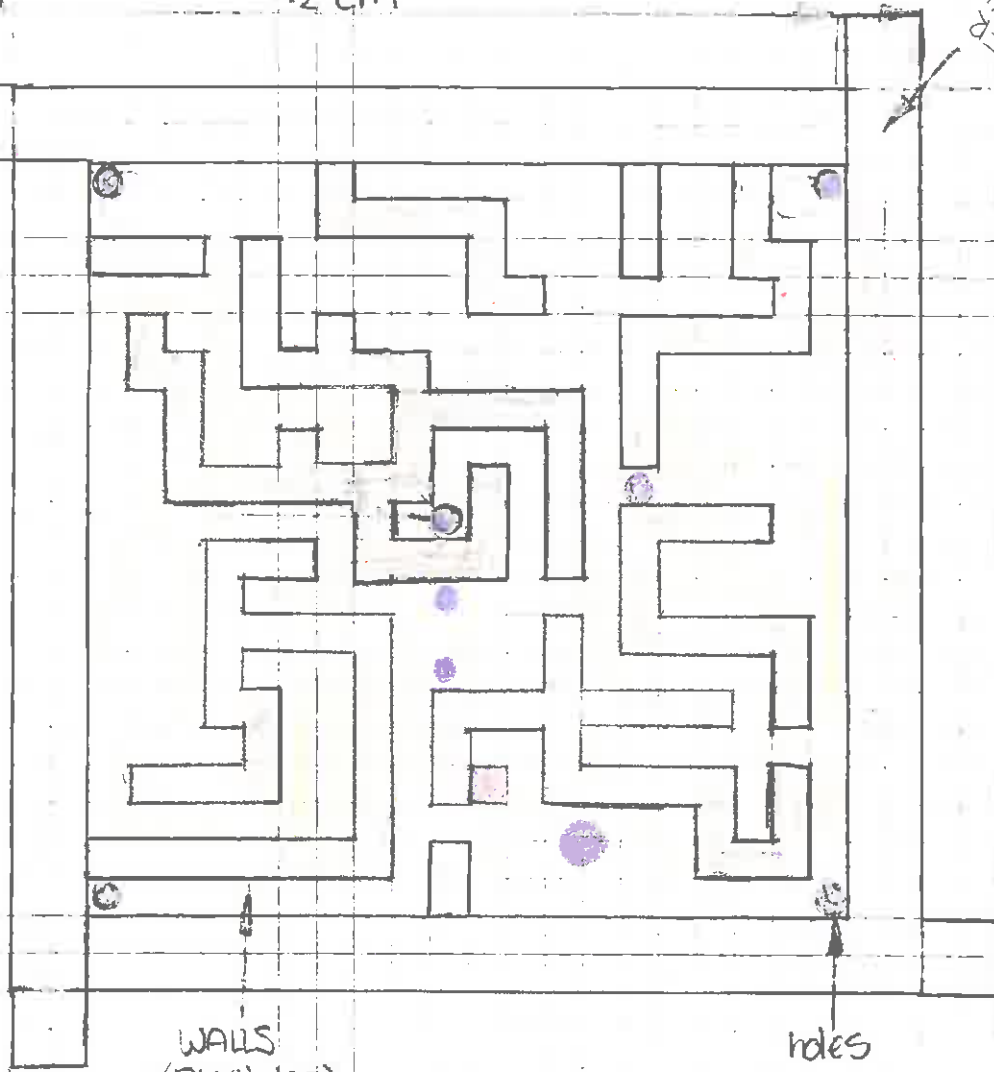
Catherine



12 cm

OUTER  
TRAIL  
(PLYWOOD)

end



WALLS  
(PLYWOOD)

holes

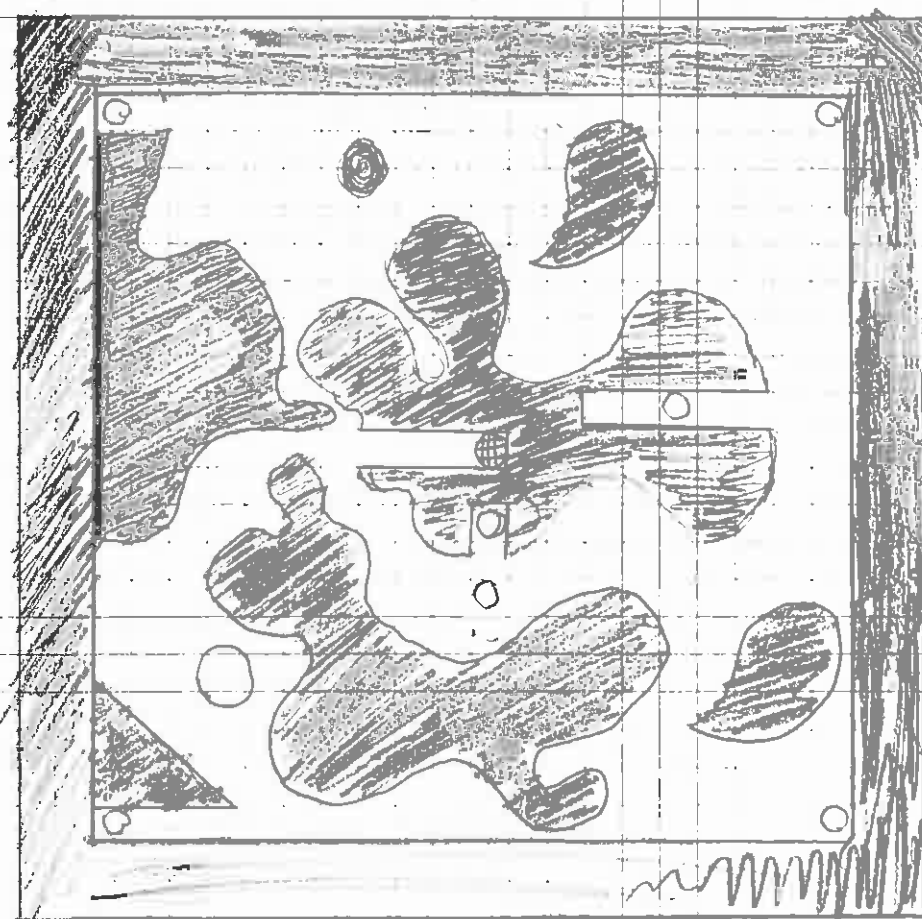
FLOOR DESIGN

key= yellow is pine  
orange is Plywood  
Purple means a hole  
blue means acrylic



Cartoon

12/10/14



≡ = plywood

Cat the King

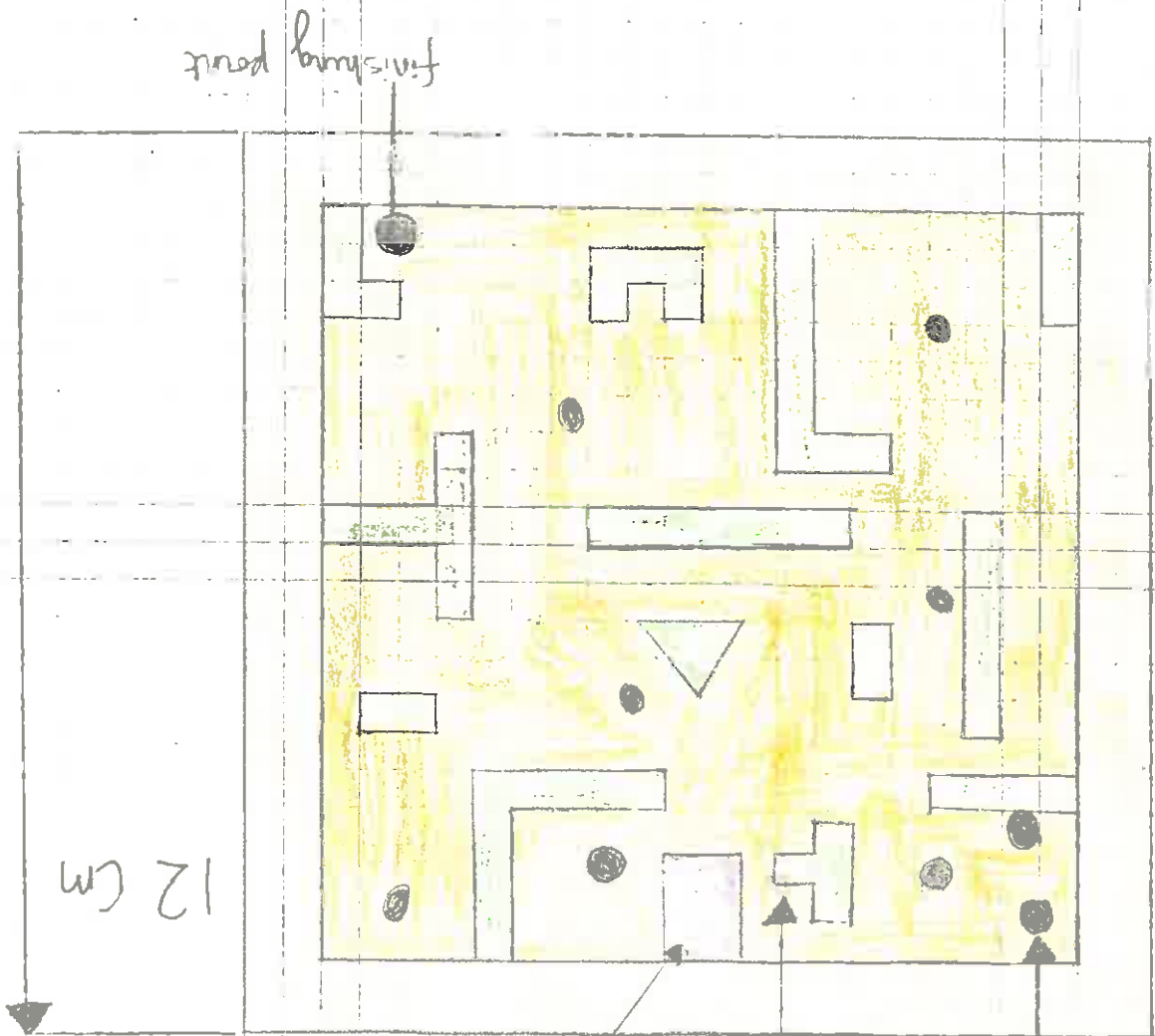




Phylogeny

Starting point 5mm thick  
(fasting 1.0 hours)  
Ramp to exit

12 cm



Object of the game

You have to avoid the hole  
and get in the finishing hole.

orange ☐ ☐ ☒  
green ☐ ☐ ☐  
dark green ☐ ☐ ☐  
yellow ☐ ☐ ☐

Rebecca

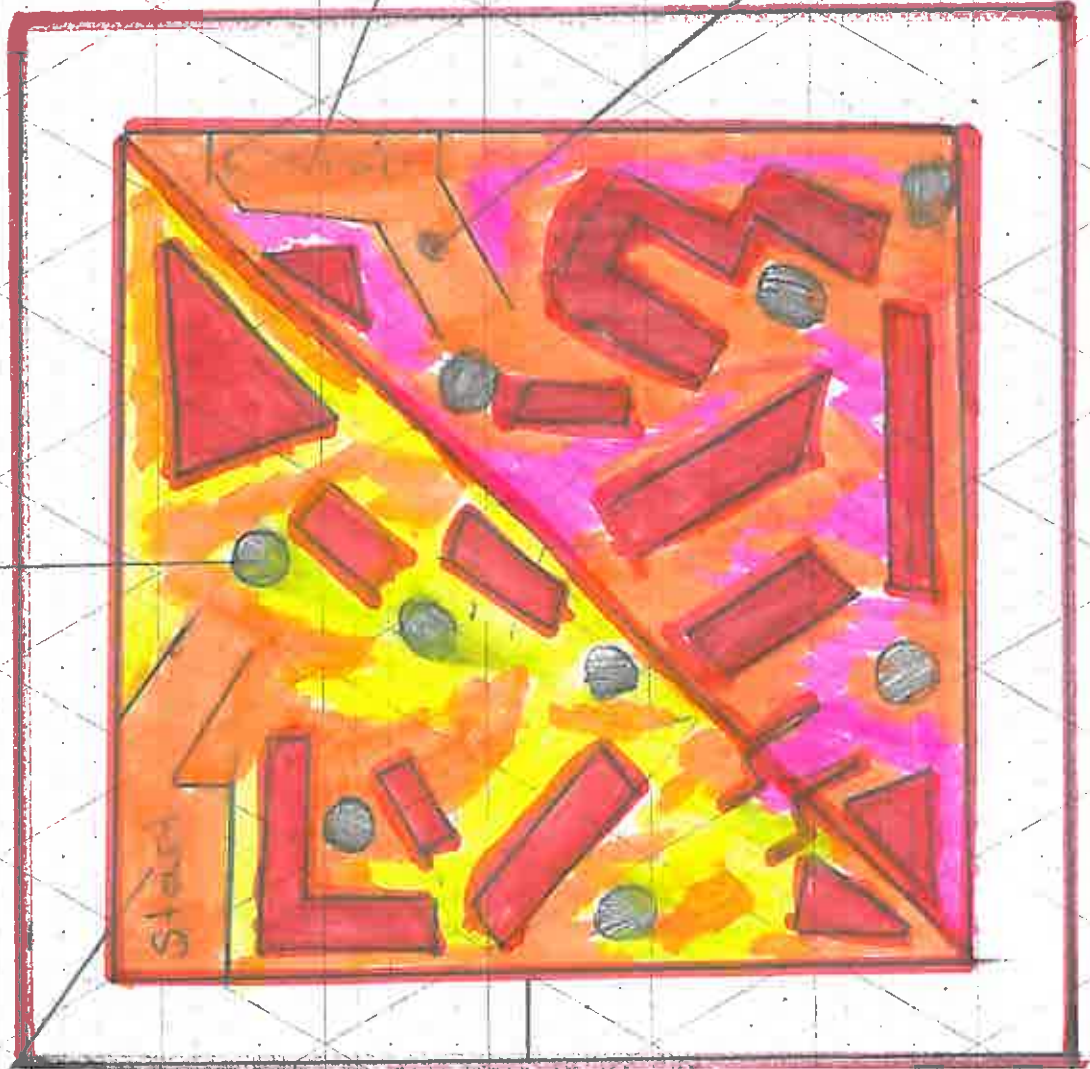
finish here

3cm  
ball

Ditch to catch the  
ball

start  
here

12cm





3cm ball

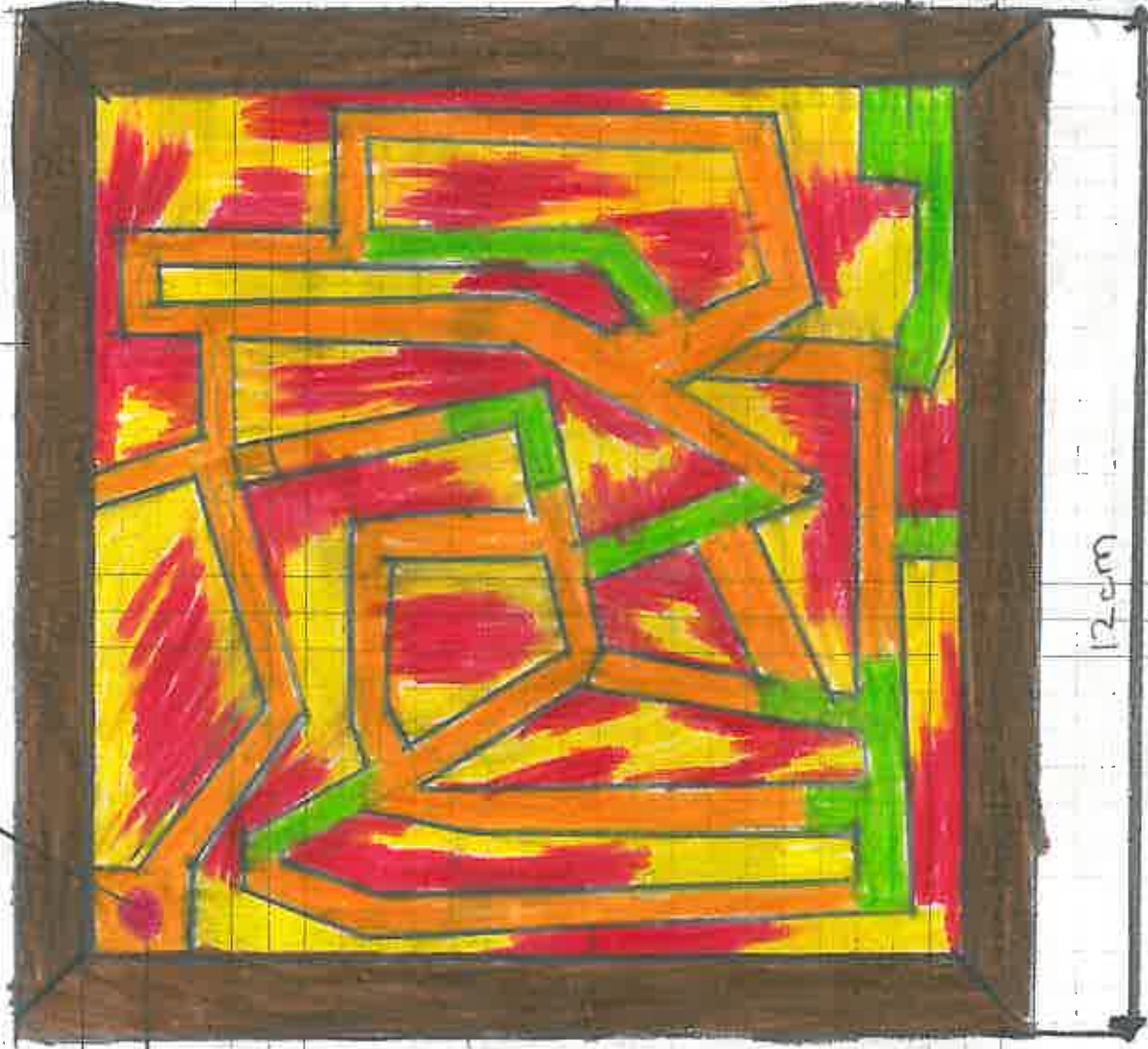
Robberca

5cm walls

to here

12cm

try to get  
even half



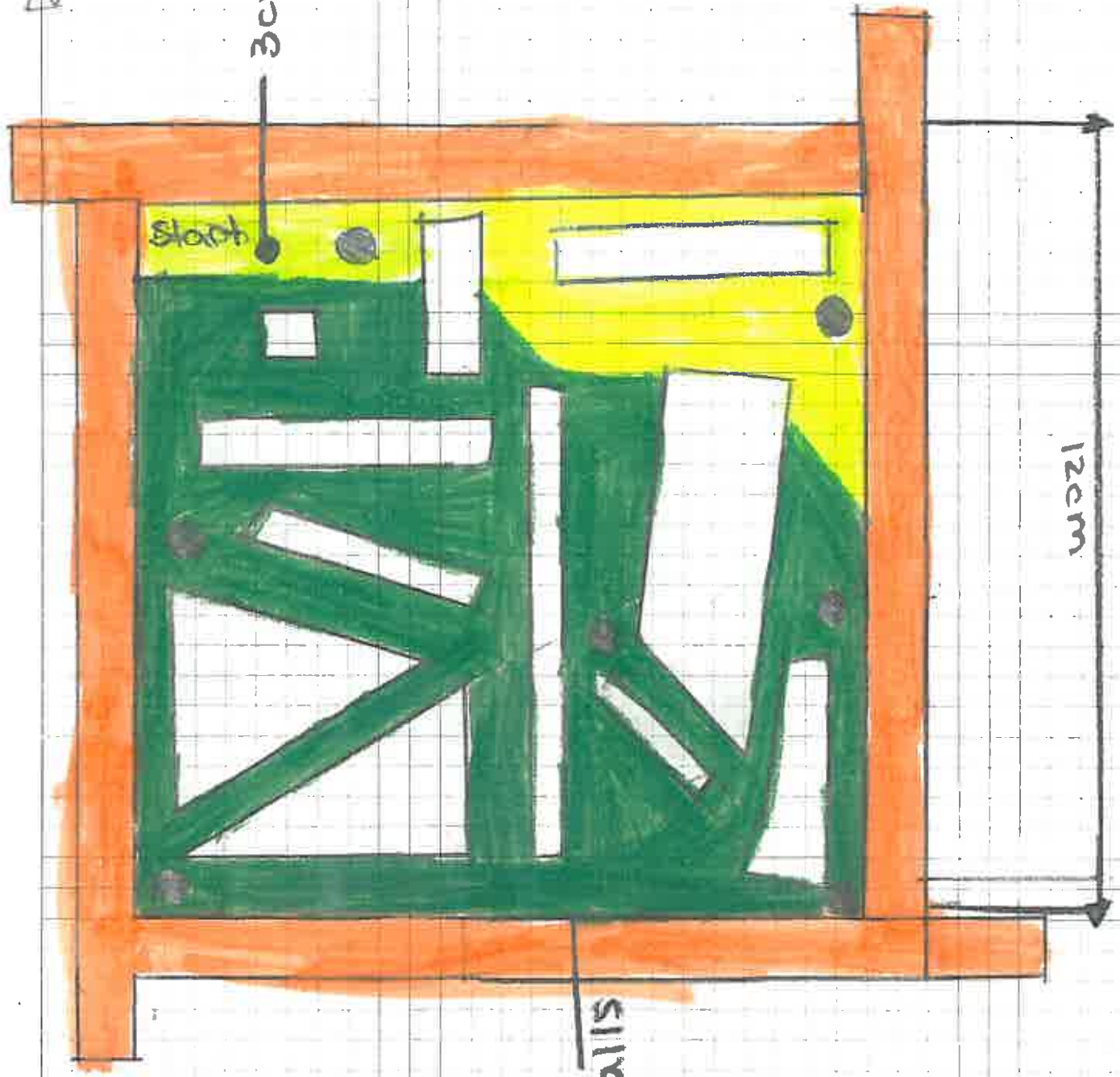
Rebecca

3cm ball

start

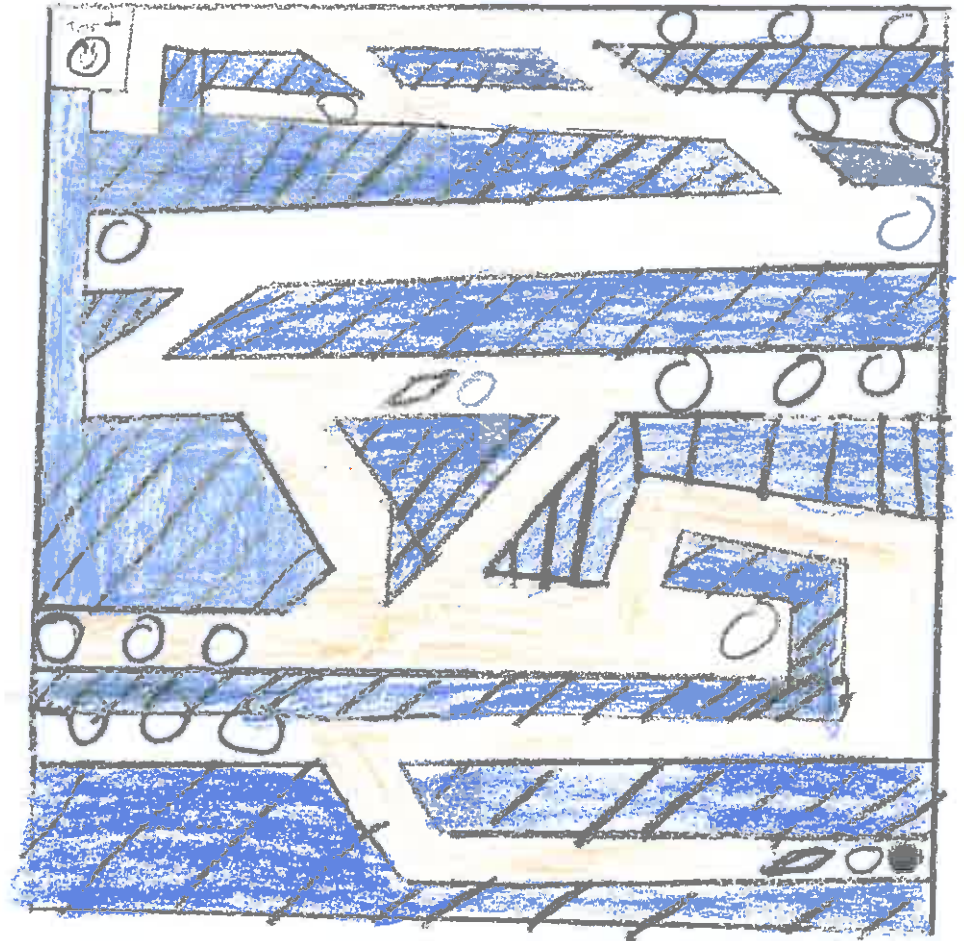
12cm

5cm walls



12cm

12



is it for me? ✓

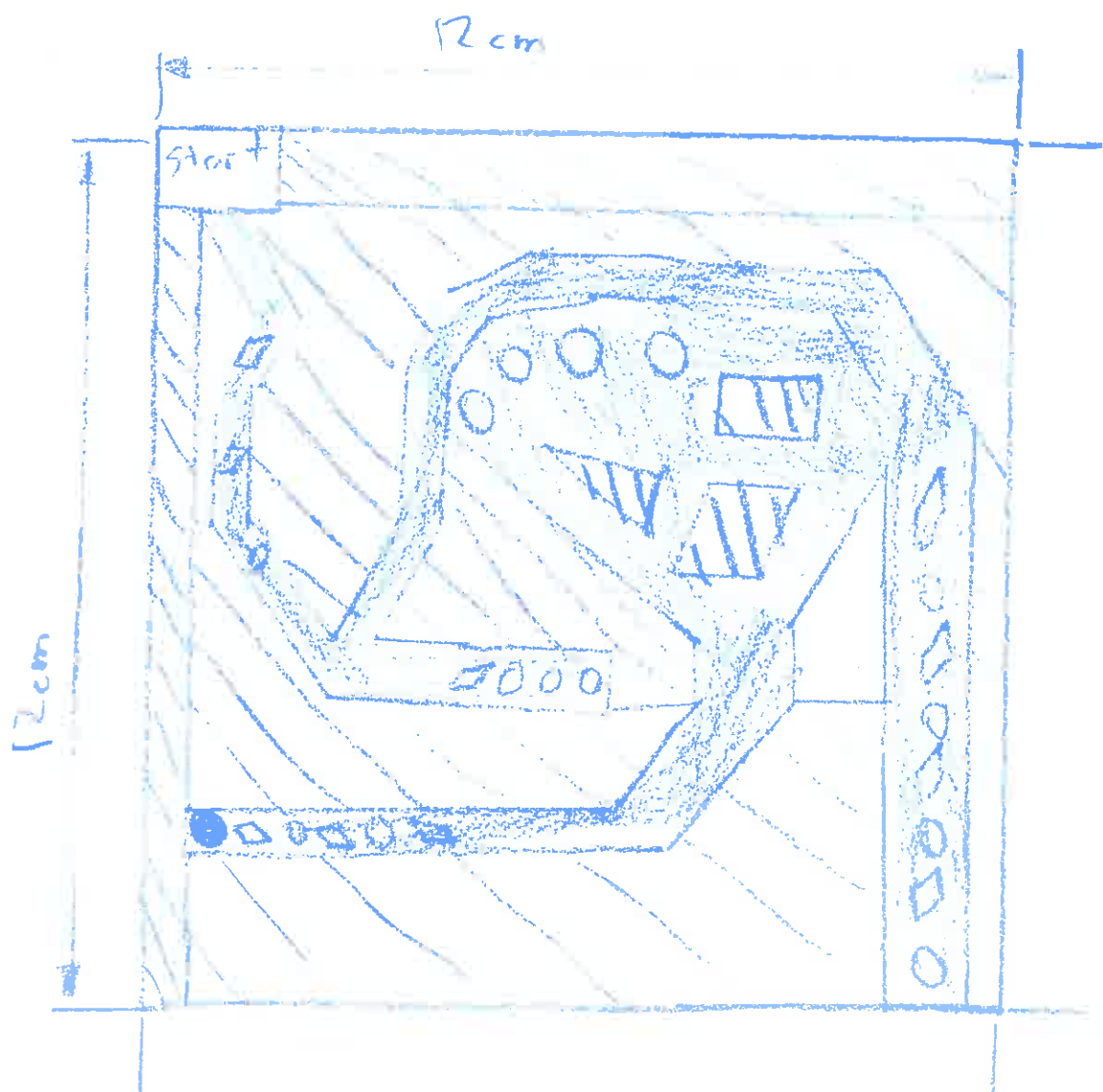
is it possible? ✓

is it the right size? ✓

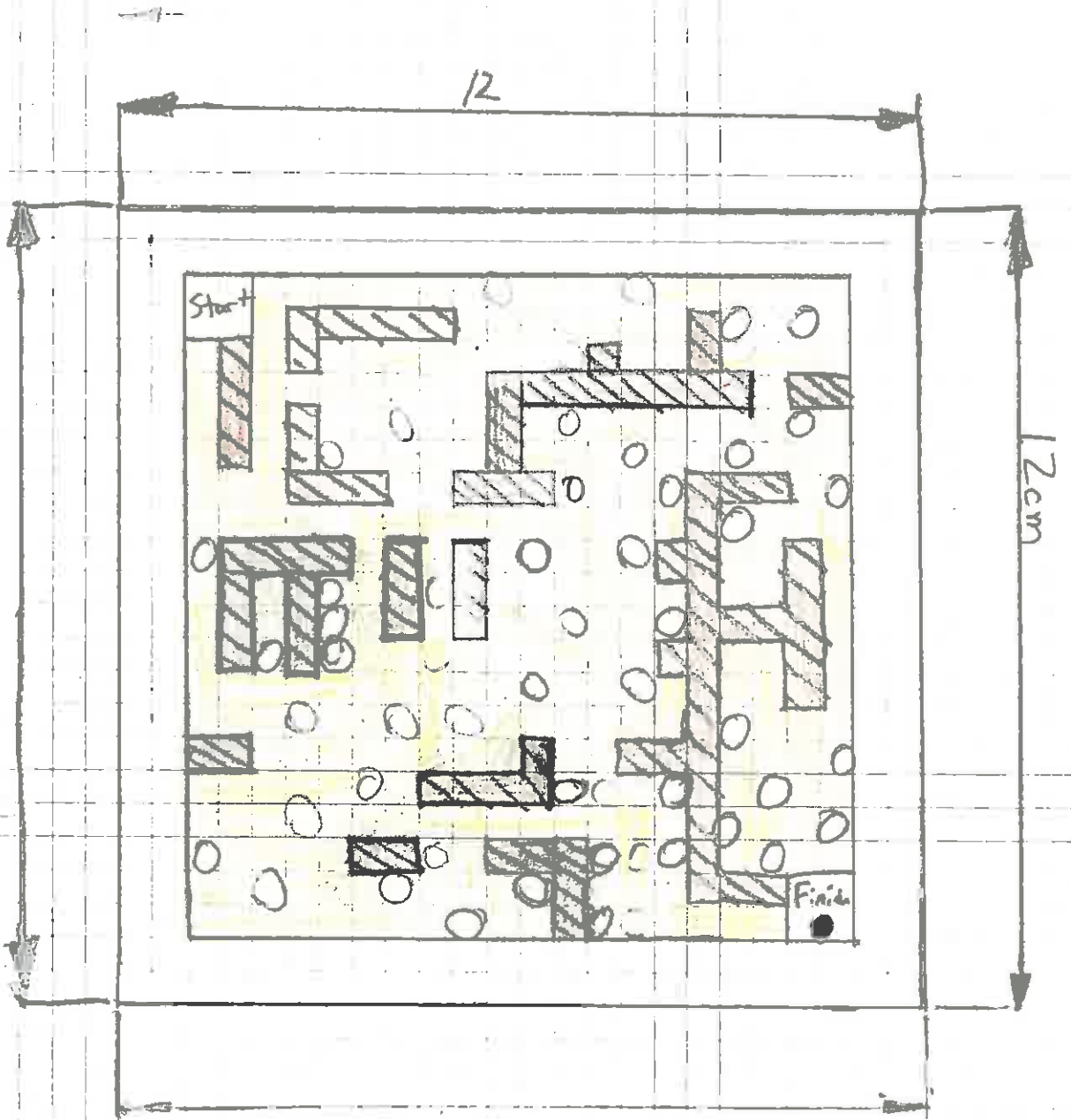
Will it stay in one piece? ✓



Richard Lee



Richard Lore

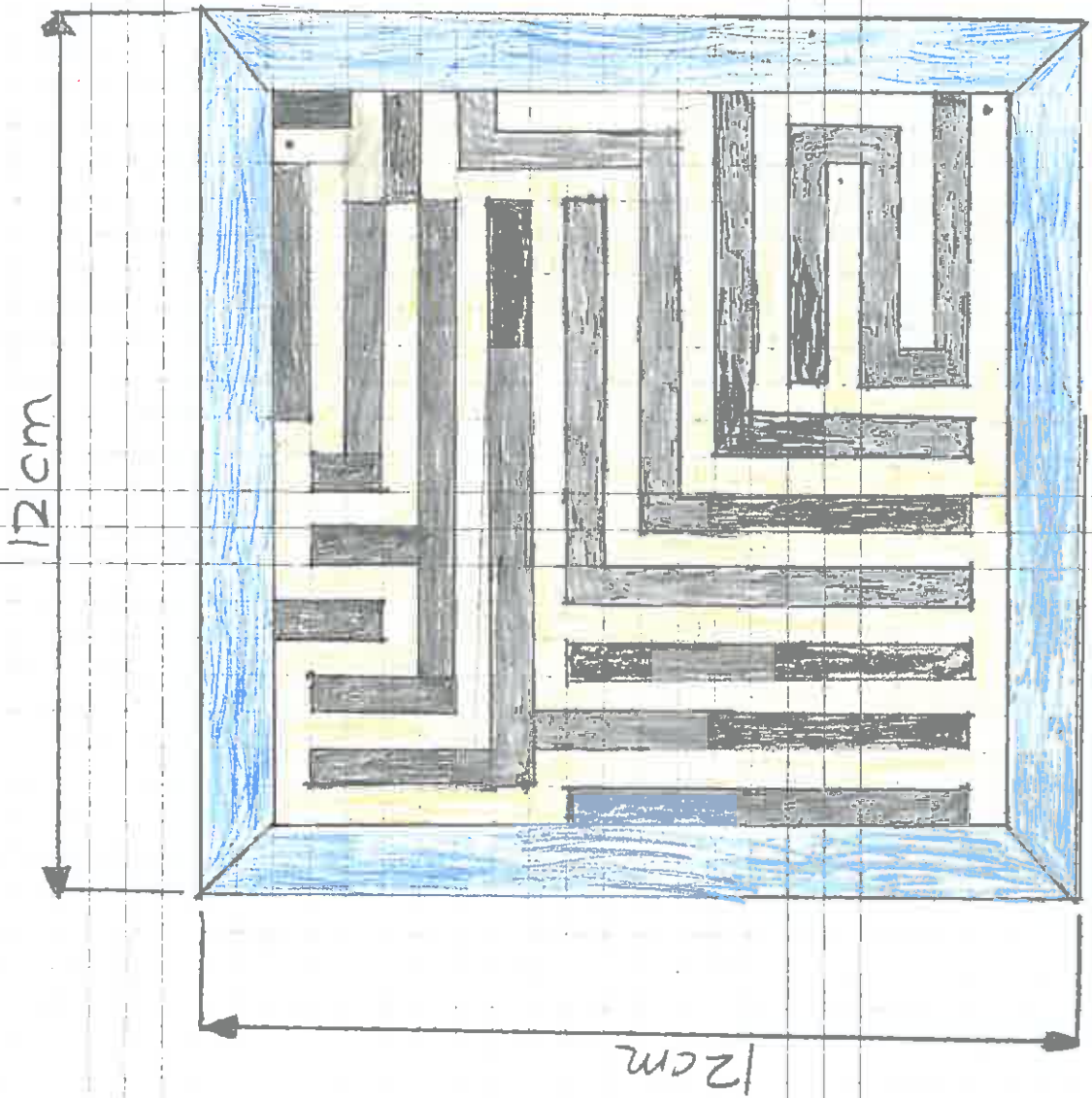


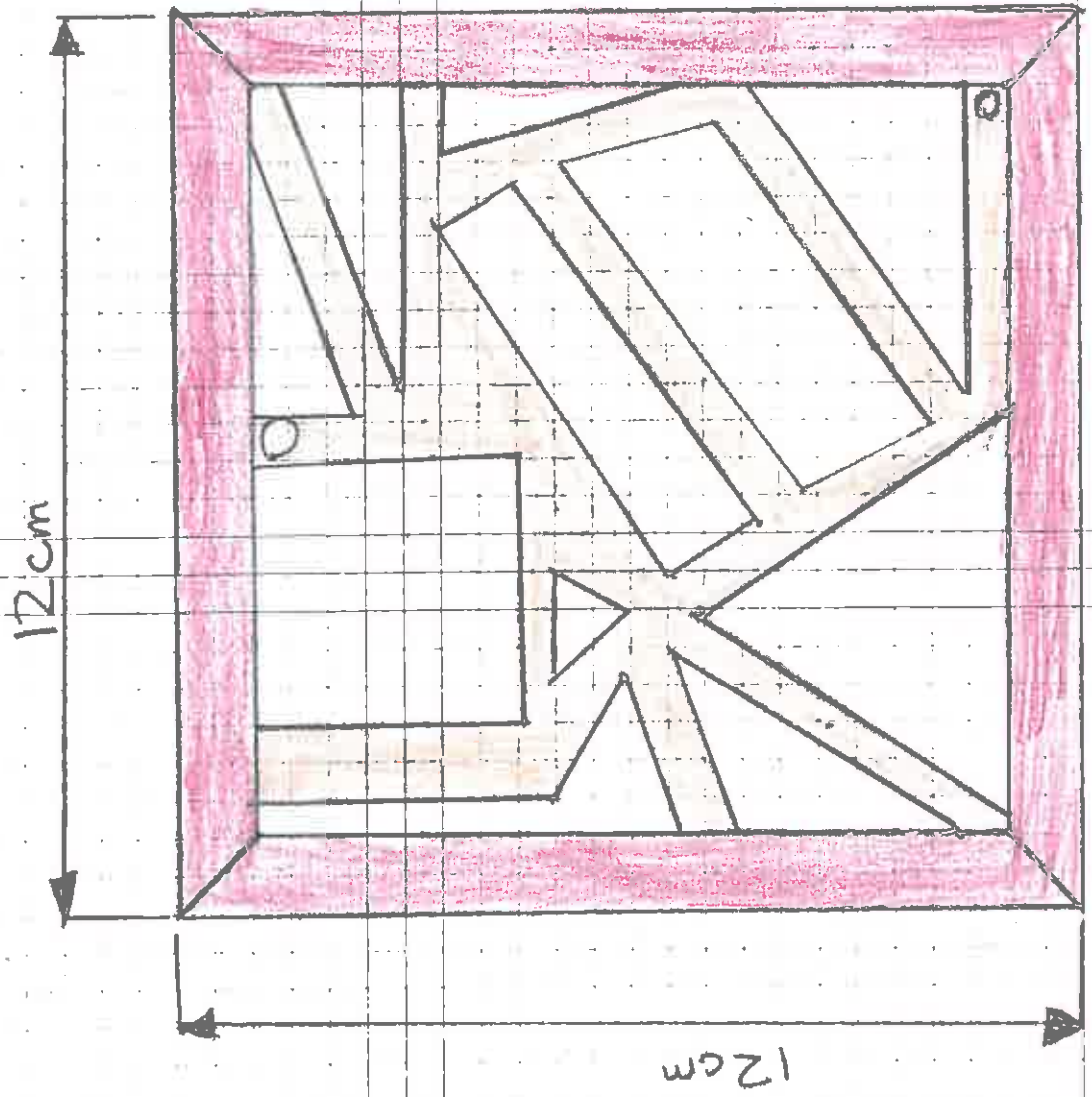




Olivia

/// = wall  
= path  
= outer wall





Design 3

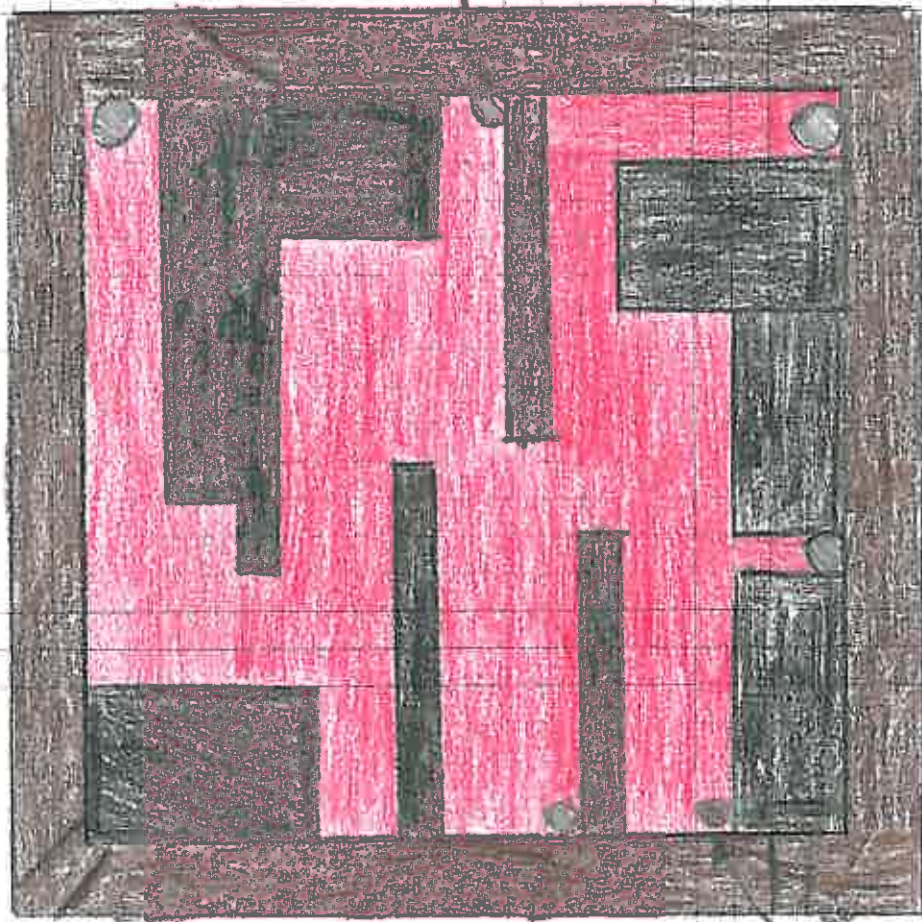
Olivia

plan 2

Marcus

other side goes  
back to plan  
3

if you go back  
to plan 3 you  
finish the game

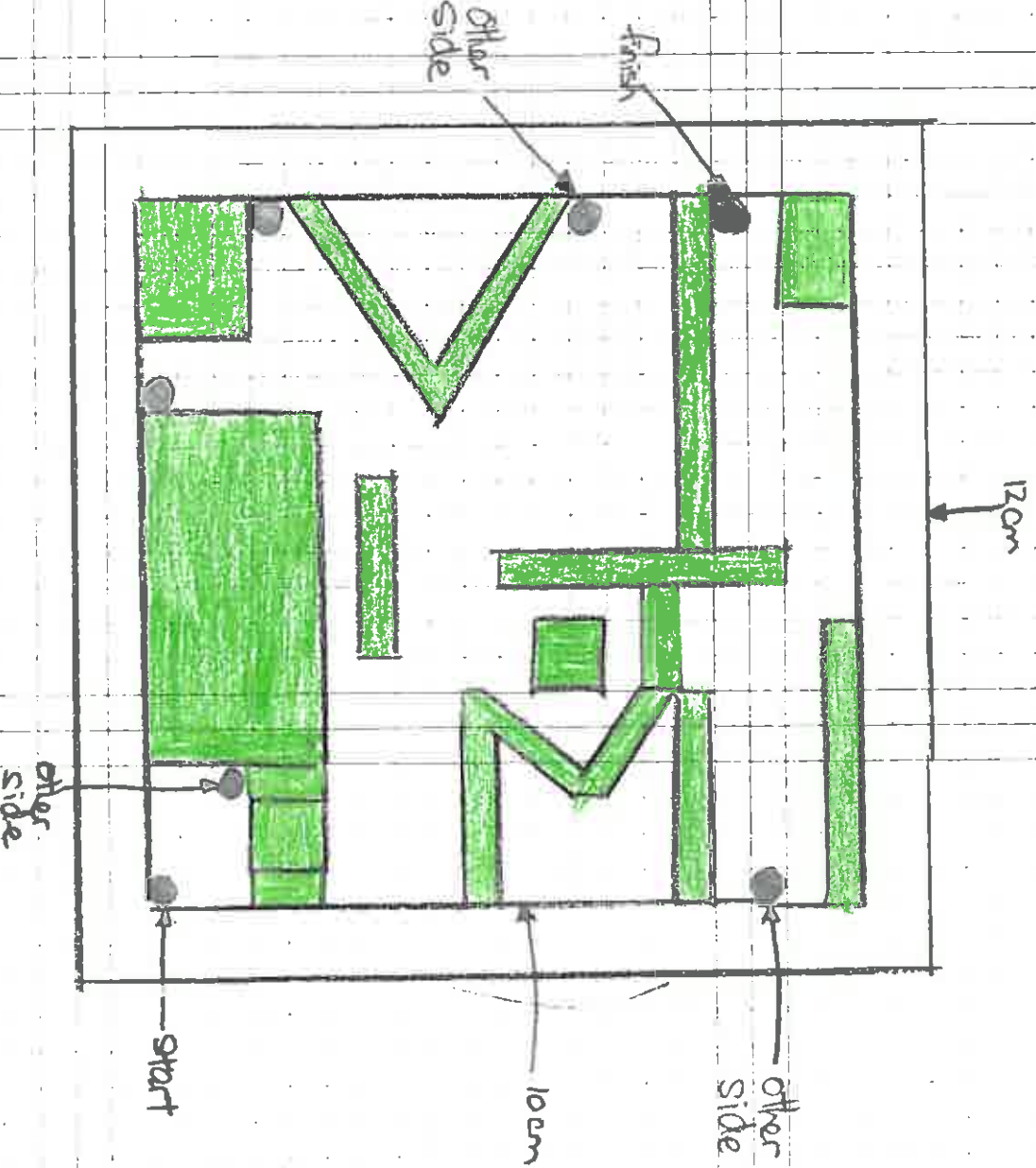




plan 3

Marcus

- plan 2 and plan 3 is together
- other side means if you fall on it you go to plan 2
- you don't know where other side goes to
- materials
  - pine wood
  - maple wood
  - others

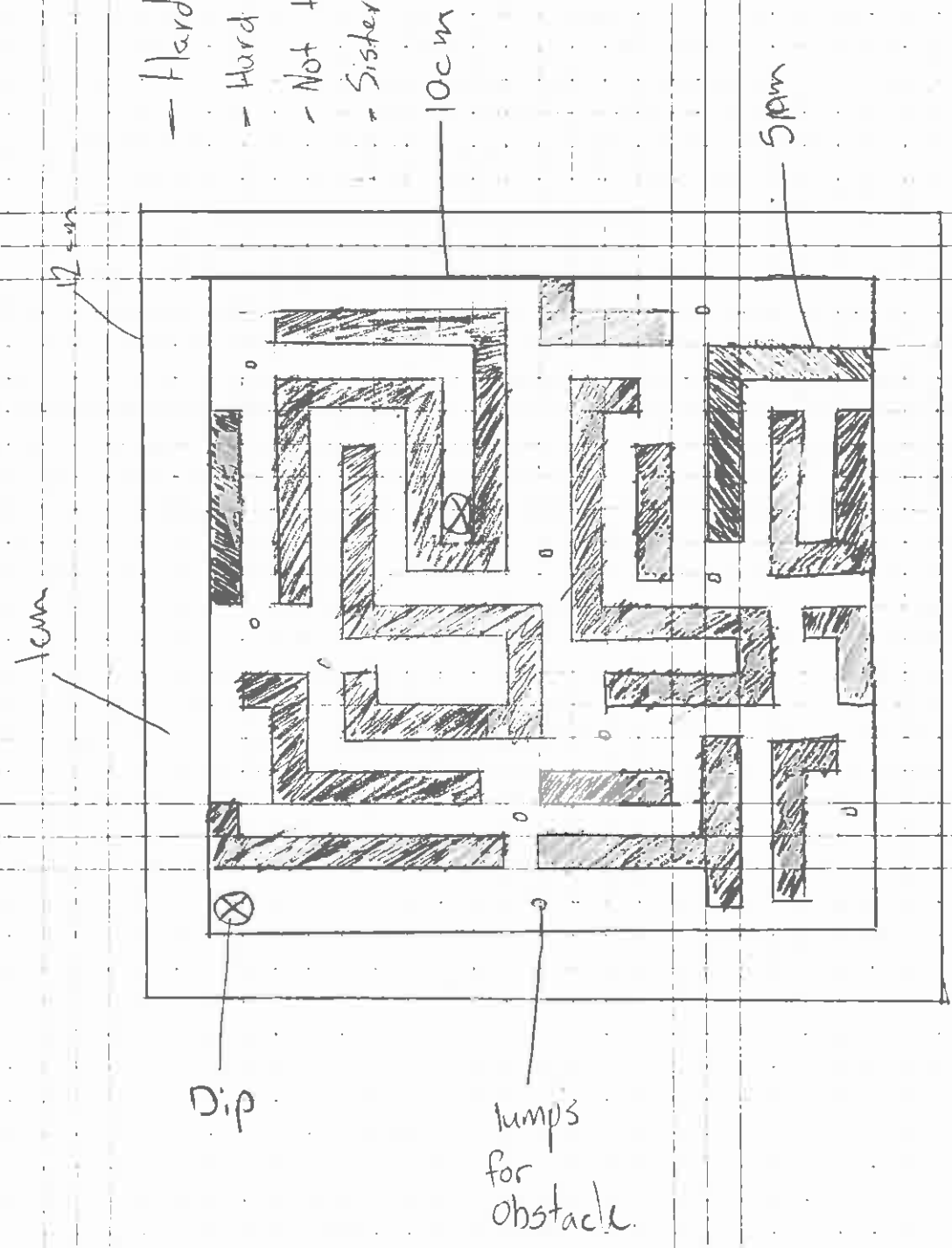




Harrison

Design 3

- Hard to make
- Hard to complete
- Not too many obstacles
- Sister's said better



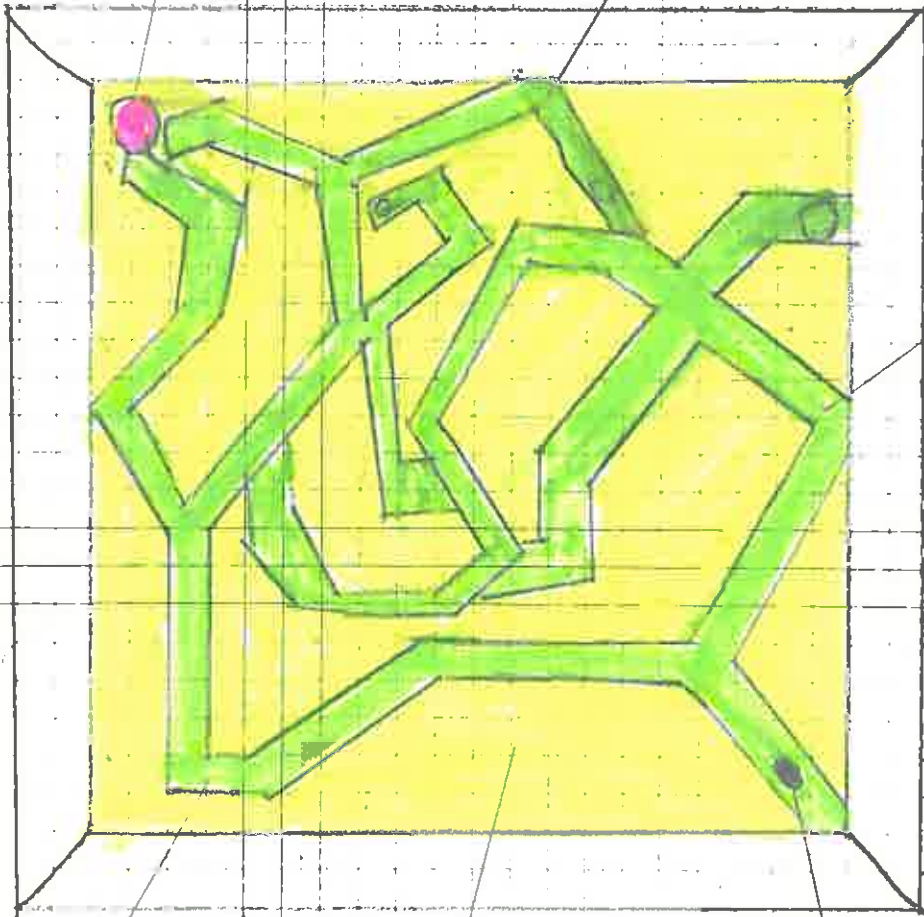
Thangka

Game #2

Start

Base of  
Colour Yellow

Maze of  
Colour Green



12 cm

\* object of game

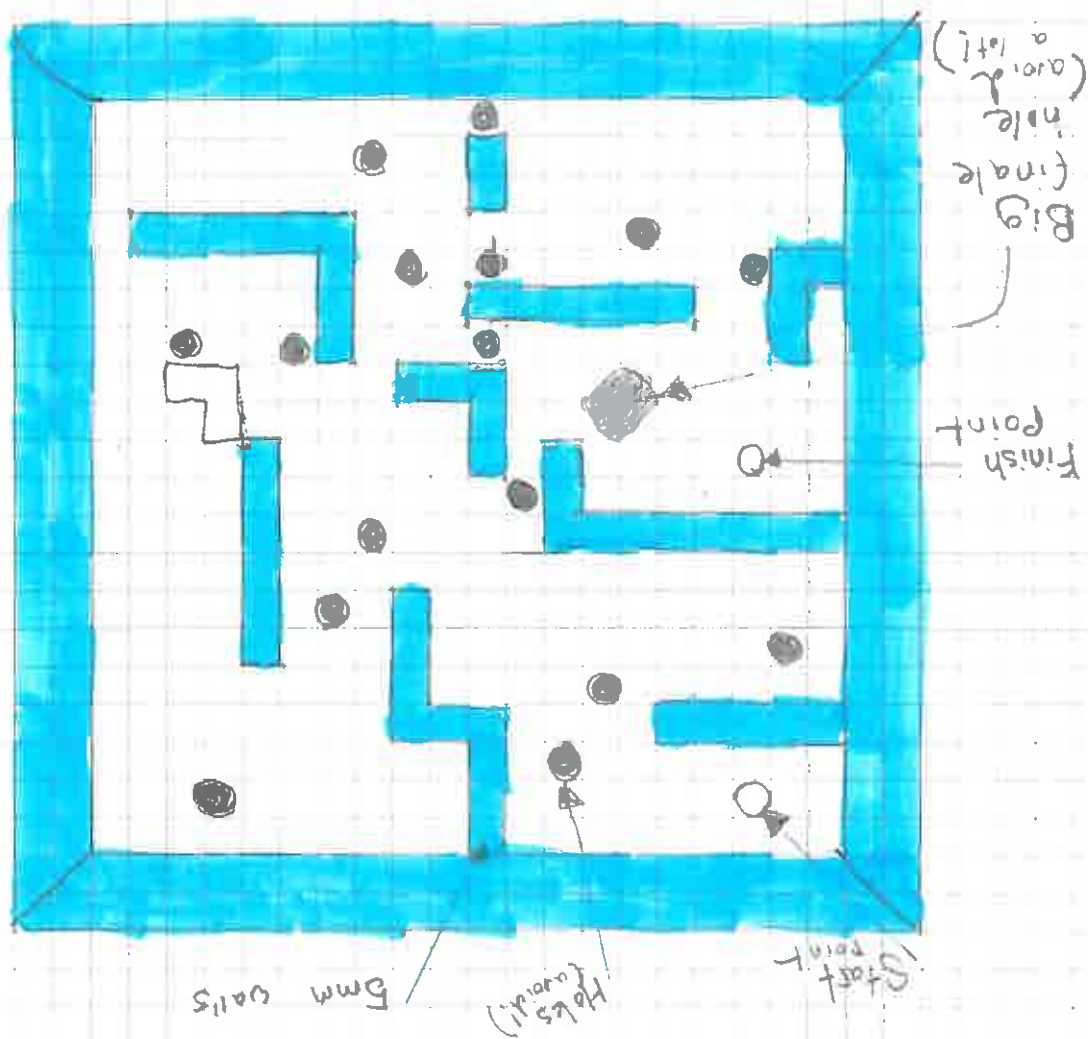
Get to finish without going in wrong path.

Colour Scheme

Yellow & Green

Negatives Too complicated to make

Hansel



\* Objective: Avoid the holes & get to the finish

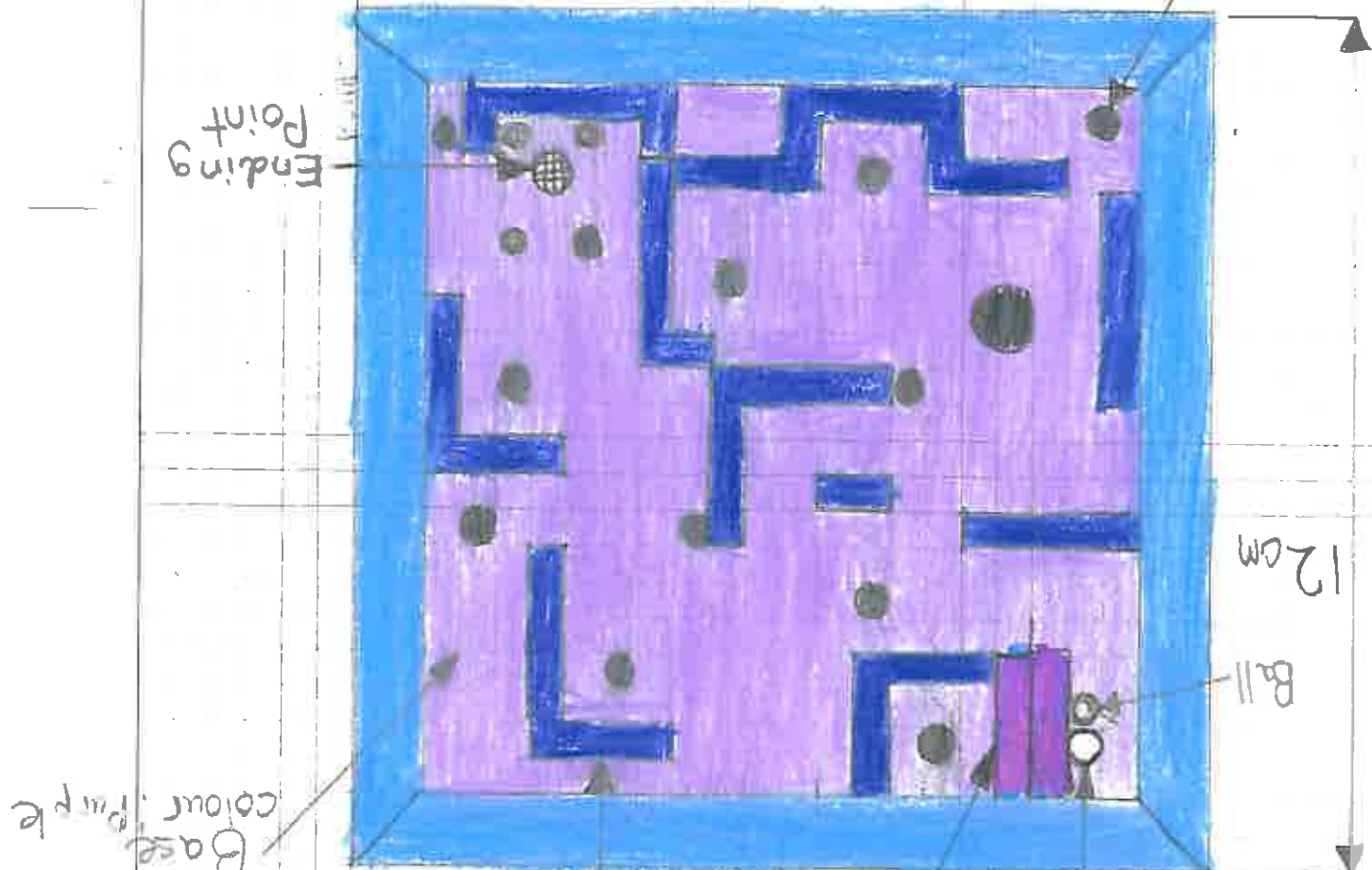
Colour scheme: Blue & white

Positive: Easy to make

Hanaka

\* This game is square

Ramp to enter game  
Game No. 1  
5mm thick  
walls



\* Object of the game:

\* get to the finish & drop ball in to end game. Avoid other holes.

Colour Scheme! Positive Easy to make

