

Summative Reflection

Describe how your prototype takes advantage of surface roughness and surface modifications to engineer friction and create interesting game mechanics.

Answers may vary:

We used a rough surface to increase friction and slow down the speed.

We used surfaces of different roughness to encourage the player to change the launch speed. This way they must use different speeds to overcome friction and score points.

We used different grit sandpaper to engineer an uneven board. This makes the game interesting and challenging to play.

What changes would you make to your prototype design if you were given a chance to start over?

Answers may vary.

How would you improve your prototype if you were given an additional week?

Answers may vary.

Describe an example of how engineers modify surface to manage friction and grip.

Answers may vary.

Engineers create surface patterns on stairs to create more grip and make stairs safer. To prevent slips and falls, they also design and engineer safety tapes for stairs. These tapes have a rough surface with more friction and grip.