



## Constraints

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### Constraints

Now you have brainstormed many different constraints, your team needs to decide upon the ones that are most important and those for which you must impose on the project.

### Activity

In the spaces provided detail the different constraints that you are setting for this mission.

For Example:

- The project must be completed by what time?
- A video no longer than 90 seconds must be produced that details the design solution.
- The prototype must be produced that is semi-autonomous
- The Moon base must be suitable for a family of four and 2 pets.

### Criteria to Evaluate Success

It is important for teams to determine at the beginning of a design process what success will look like. Also in order to effectively evaluate the final solution, you need to set the criteria for success of your design solution.

#### Activity:

In the space provide list the different criteria that you will use to determine if your solution was successful. E.g. Did the design function as it should, did it look appealing, did it meet the needs of the people using it, etc.

**Note:** You should also consider at this point how are you going to determine whether the completed project has been successful. e.g. ask an expert to give an evaluation, ask your friends, survey the general public or ask the people who the project was designed for.

## Criteria for Success

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