#### THE SLINGSHOT PROJECT

#### Team members

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## Project Description

- Client is 'Wonder Factory'
- An organization made up of parents and volunteers in Flagstaff getting an engineering and science center.
- Wonder Factory works is
  - Science
  - Technology
  - Engineerin
  - Mathematics
  - Art Subjects



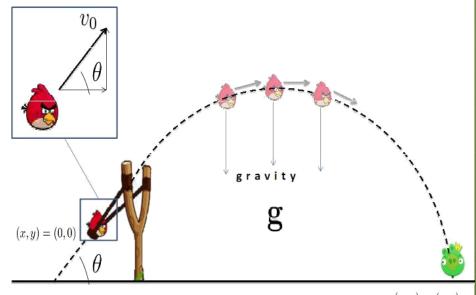
Provide distinguished items for children's wonder

# Project Description

- Our project is to develop a unique thing for wonder factory play space area
- A wow factor game for children's
- Game concept is 'Slingshot'
- Children will able to indulge themselves
- Multiple Slingshots are available
- This game is a new concept

# Project Description

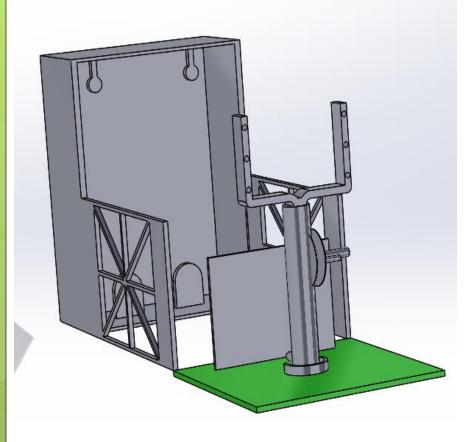
- This game needs
  - Separate play area
  - Target Icons
  - Ball
  - Slingshot
  - Walls



(x,y) = (p,q)

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# Final Design



- The slingshot will launch a ball to hit a target.
- This project will be about designing a game for children known as slingshot
- It will be designed in a way that it can work on itself without any human help
- The project will be designed to provide for:
- Hands-on opportunity for children
- Interactive experiences

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### Customer requirements and weighting

| Customer requirement | Description   |
|----------------------|---|
| Safety               | Anyone can use it without being exposed to any danger                       |
| Easy to use          | It can be used without so much hustle                                       |
| STEM concept         | It must incorporate Science,<br>Technology, Engineering, and<br>Mathematics |
| Entertainment        | It must have fun to use   |
| Portable             | Easy to move from one location to another                                   |

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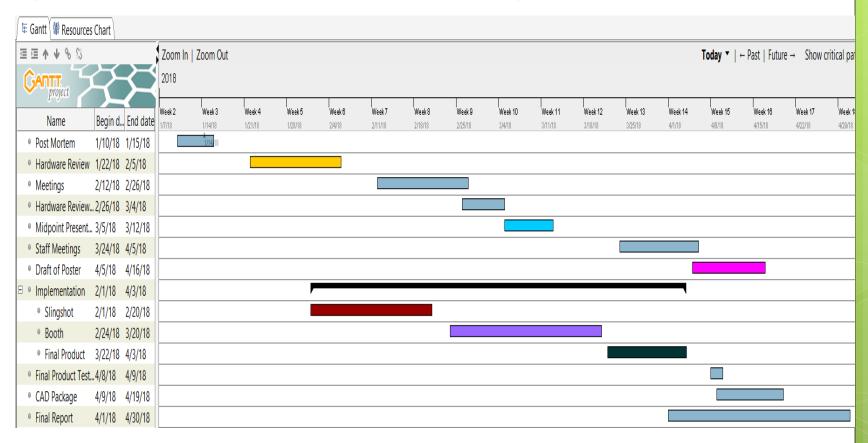
### Design Requirements

- Safety
  - Design is safe to use as there are no sharp edges
  - For safety purposes it cannot rotate beyond 45 degrees
  - At the front there will be a fence to keep the children away from going in front of the slingshot
  - The fence will also assist in preventing the ball from going so far once it is released
  - To enable the game to work on itself without human help we will create a pulley to drag back the slingshot through it again and again without human help
- Easy to use
  - There is no difficulty in using the project as it is simple and easy to play

## Design Requirements

- Entertainment
  - The design is entertaining by playing a throwing game to hit the target
- Portable
  - The design is portable and easy to carry
- STEM Concept
  - It is using the science technology of slingshot using projectile motion

### Schedule For Next Semester



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# Budget

- Available budget is \$2500
  - Our goal is < 1400\$
  - Material is 45%
  - Manufacturing 40%
  - Prototyping 15%

# BOM

#### BOM SLINGSHOT

| Item # | Part Name           | Quantity. | Decryption  | Function   | Material | Manufacturin<br>g Process      | Dimension    | Price           |
|--------|---------------------|-----------|---|--|----------|--------------------------------|--------------|-----------------|
| 1.1    | Slingshot<br>Rubber | 1         | Rubber for stretching                                       | Energy will store<br>in the rubber<br>when it will<br>stretch for<br>throw                 | Rubber   | Chemical<br>heating<br>Process | 6x9mm        | \$7.59          |
| 1.2    | Slingshot<br>Frame  | 1         | Base to stand up<br>and rubber<br>band will attach<br>to it | Provide the<br>hold for the<br>rubber band to<br>stretch properly<br>and make the<br>throw | lron     | Molding<br>Process             | 1x 0.2 m     | \$100-<br>\$200 |
| 1.3    | Slingshot Prong     | 1         | A Y shaped<br>element to tie<br>the rubber band             | Through prong<br>the rubber<br>band will tie for<br>hitting the<br>target                  | lron     | Molding<br>Process             | 0.25 x 0.2 m | \$20-<br>\$40   |

# BOM

| 1.4 | Slingshot clips | 6 | To hold<br>slingshot<br>rubber band | will hold the<br>rubber band<br>with prong                                | Steel Iron | Molded Steel<br>Process | 16 in       | \$7.29         |
|-----|-----------------|---|-------------------------------------|---|------------|-------------------------|-------------|----------------|
| 1.5 | Slingshot base  | 1 | Hold the slingshot frame            | Frame of<br>slingshot will<br>stand up over<br>the base                   | Iron       | Molding Process         | 1x1ft       | \$50-<br>\$100 |
| 2.1 | SPI Sponge Ball | 1 | Ball to throw                       | Ball that will<br>hit the target<br>when will<br>throw using<br>slingshot | Plastic    | Plastic<br>Deformation  | 2x2<br>in   | \$14.95        |
| 3.1 | Hook            | 3 | Hook to hold items                  | Connects the rope with the pulley   | Plastic    | Plastic<br>Deformation  | 3 x 3<br>in | \$8.04         |

#### BOM

| 4.1 | Pouch        | 1 | Carry items    | Ball will hold<br>by this pouch   | Leather | Leather Polishing        | 5 x 3<br>in     | \$20-\$40       |
|-----|--------------|---|----------------|---|---------|--------------------------|-----------------|-----------------|
| 5.1 | Fence        | 1 | Boundary walls | Boundary<br>around the<br>gameplay<br>area to keep<br>the ball within<br>the area | Plastic | Plastic<br>Deformation   | 3 x 3<br>m      | \$150-<br>\$200 |
| 6.1 | Boxing Balls | 3 | Target Icons   | Target that will<br>hit by plastic<br>ball for play                               | Rubber  | Chemical heating Process | 10 x<br>10 in   | \$50-<br>\$100  |
| 7.1 | Pole         | 3 | Standing Up    | To tie the targeted balls on the pole   | Wooden  | Wood Cutting<br>Process  | 2 x<br>0.4<br>m | \$75-<br>\$100  |
| 8.1 | Color        | 1 | To dye items   | Dye the walls<br>to make them<br>colorful   | Powder  | Chemical<br>Composition  | 1 Kg            | \$35-\$65       |

Total Cost = \$799.58

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### References

- The Wonder Factory [Online]. Available: www.facebook.com/thewonderfactoryflagstaff
- [2] Pacific Science Center[Online]. Available: https://www.pacificsciencecenter.org/the-sherlock-holmesexhibition
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### **ONSSSSS**

THE END...
THANK YOU